

MARYLAND guide to

HUNTING 2010-2011 2011 2011

Wild Turkey
Hunting Hours
Have Been
Extended

CROSSBOWS
CAN NOW BE
USED IN ALL
BOW SEASONS

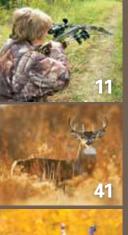
Sunday Hunting Opportunities Have Been Added

Sika Hunting is Now Open for Early Muzzleloader and January Firearms Seasons



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What's New



Deer



Turkey



Deer & Turkey Tags & Checking



Migratory Game Birds



29 Forest Game



Upland Game



Furbearers



Jr. Hunter Days





Martin O'Malley, Governor

Anthony G. Brown, Lieutenant Governor

John R. Griffin, Secretary of the Department of Natural Resources

Joseph P. Gill, Deputy Secretary of the Department of Natural Resources

Paul A. Peditto, Director of the Wildlife & Heritage Service

Maryland Wildlife Advisory Commission

The Maryland Wildlife Advisory Commission was created by legislation to advise the Secretary of the Department of Natural Resources on wildlife matters. All members are appointed by the Governor. Contact the Maryland Wildlife Advisory Commission by writing to:

Maryland Wildlife Advisory Commission DNR Wildlife & Heritage Service Tawes State Office Building E-1 Annapolis, MD 21401-2352 or email wac@dnr.maryland.gov

Commissioners

V. Wilson Freeland, Chairman Jeffrey D. Plummer, Vice Chairman Gary E. Fratz E. Joseph Lamp, Ph.D. Edwin R. Fry Tim Lambert

Maryland Department of Natural Resources

Maryland Wildlife & Heritage Service Tawes State Office Building E-1 580 Taylor Avenue Annapolis, MD 21401-2352 410-260-8540, FAX 410-260-8596 www.dnr.maryland.gov/wildlife

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Federal Aid In Wildlife Restoration

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This publication is intended as a guide only. For state laws and regulations, see the Natural Resources Article of the Annotated Code of Maryland and the Code of Maryland Regulations, Title 08. Maryland laws and regulations can be found at the following web sites:

- Laws: www.lawlib.state.md.us
- **Regulations**: www.dsd.state.md.us

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MESSAGES



Martin O'Malley

Dear Friends,

This year as you take to the field, I am pleased to invite you to enjoy new, expanded hunting opportunities on nearly 4,500 acres of undeveloped land in Southern Maryland, known as the Province Properties.

We acquired this diverse array of uplands, wetlands, forests and approximately 20 miles of waterfront in 2009. These tracts—which span several counties—offer

tremendous opportunities for hunters, trappers and other outdoor enthusiasts to enjoy all that Maryland's natural world has to offer.

The properties are already open to limited public access, and the Department of Natural Resources is continuing a public outreach effort to ensure sustainable use and management of these lands, while maintaining our connection to their 4,000 years of history.

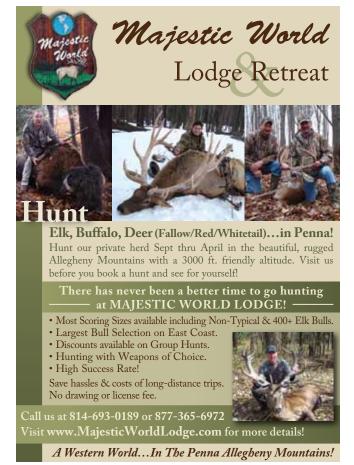
Since 2007 through Program Open Space, we have preserved more than 27,000 acres of the magnificent landscapes that have shaped us as a State and a people, expanding opportunities for sportsmen and women across Maryland.

As always, I am pleased to work with you and our managers at DNR to ensure the future of hunting and trapping in Maryland, and thank you for being part of our country's greatest conservation community.

Wishing you a safe and fruitful season,

A Colle

Martin O'Malley, Governor





John R. Griffin

Greetings Sportsmen and women,

I am pleased to welcome you to another year of hunting and trapping opportunities in the fields, forests and wetlands of our great state. More importantly, I am proud to proclaim that Maryland hunters added another year of safety success to their current record. Despite rumors to the contrary there has never been a non-hunter injured or mortality wounded by a hunter

in the nearly 100-year history of regulated hunting in Maryland. The 2009–2010 season continued that record of safety success.

Also, as I sat in a goose blind this past season I was reminded of the need to be ever-vigilant to protect our privilege to access private and public land in Maryland. So, as you set foot in the field or marsh this season please remember that we owe an obligation to serve as volunteer watchdogs against the bad acts of others on our treasured public lands. In addition, always remember to oblige the private landowner who allows you the wonderful opportunity to use their land for hunting, trapping or other outdoor recreation. Deer hunters alone take more than 75 percent of their game from private land. The rich tradition of sharing private land with recreational guests represents one of the great traditions and cooperative relationships among farmers, landowners, hunters and trappers.

So, always ask first and secure written permission to enter private land; always look for the opportunity to return the favor of your host and remember to report suspected poachers or trespassers to the Natural Resources Police. Good stewardship of the land we enter upon is critical to future opportunities on those lands. Finally, take the time to remember and reinforce the fundamental principles of hunter safety that so effectively ensure a safe and enjoyable day afield and serve as the foundation of Maryland's great record of safety.

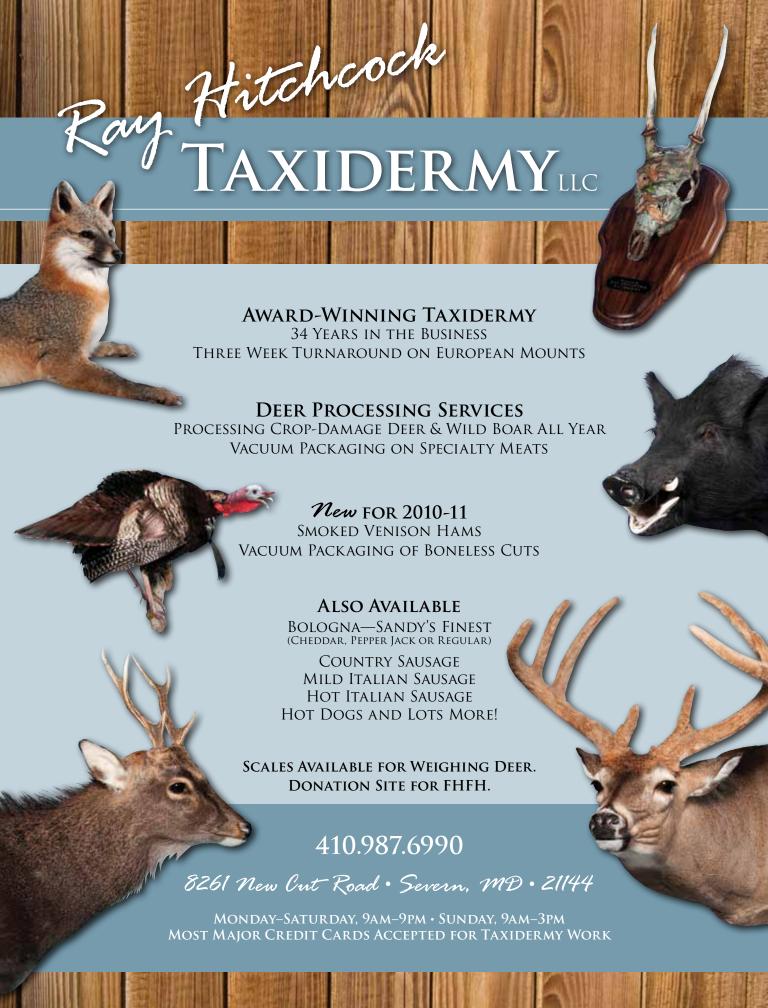
Sincerely,

Julip.

John R. Griffin,

Secretary of the Maryland Department of Natural Resources





MESSAGES



Paul A. Peditto (left)

A new year of opportunity for hunters and trappers is upon us. With each year comes renewed hope for the opportunity to make a first-time memory...that first trophy buck, first gobble responding to the yelp of a novice box call, first point of a young dog or first toll to the decoys coupled with a pup's first retrieve. Opportunities to enjoy those "firsts" are out there for everyone, from the newcomer to the seasoned veteran.

More importantly, the chance to make memories of a lifetime has never been better. Last year I personally enjoyed one of the most gratifying seasons afield with my son, brother, father and an everexpanding network of men, women and dogs who I consider some of my most treasured friends and hunting partners. Memories of our days afield this past season will last forever and I hope all of you have been fortunate to do the same.

This year our team of wildlife professionals advanced new regulation proposals to our stakeholders, the broader public and the Wildlife Advisory Commission. The regulation-development process occurs every two years and each cycle spawns new ideas and conversations. Some ideas became final regulations, others failed to achieve consensus this time. One of the early ideas that never advanced to the public comment stage was a requirement for all hunters to wear a full body safety harness while hunting from a treestand.

A good debate on an issue like this will always include the question about the need for government to regulate personal behavior. No doubt that question was raised in the discussion that ensued on this idea. However, nearly every treestand accident involved a hunter who failed to wear a safety harness. Requiring use of a harness could have prevented those accidents and potentially saved the lives of those individuals who died as a result. Two southern states have added a full-body safety harness requirement this year—Maryland won't join them at this time but as the single largest cause of fatalities and injuries in the hunting community I remain dedicated to a zero total in that column.

Lives are saved and injuries are prevented every year since safety belts became mandatory in automobiles. Likewise, most of us have become accepting of government requiring us to wear seat-belts. So, while treestand harnesses are not mandatory in Maryland today I would urge all of you to consider voluntarily wearing a full body safety harness whenever you are in a treestand. More importantly, learn how to use the new technologies associated with the Prussic knot or other climbing systems while you are ascending or descending a treestand. One injury or fatality is one too many and nearly all are preventable by taking this simple precaution before your first step into a treestand.

On behalf of all DNR's wildlife professionals, I wish you safe and memorable experiences this season.

See you in the field!

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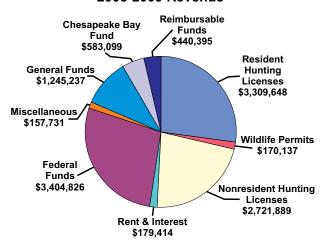
Paul A. Peditto,

Director of the Maryland Wildlife & Heritage Service

MARYLAND WILDLIFE and HERITAGE SERVICE—REVENUES

The majority of funding for Maryland's wildlife program comes from hunting licenses and fees (52%), federal funds such as Wildlife Restoration (25%) which are derived from an excise tax on sporting arms and ammunition, and general funds from the state treasury (12%). The following chart shows a summary of Maryland's revenue for the fiscal year ending June 30, 2009.

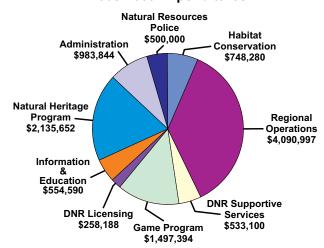
2008-2009 Revenue



MARYLAND WILDLIFE and HERITAGE SERVICE—EXPENDITURES

The Wildlife and Heritage Service (WHS) meets its mission of conserving Maryland's diverse native wildlife, plants, and the natural communities that support them through the efficient use of available revenues. Although hunting related revenues provide the majority of WHS' funding source, we are able to ensure the operation of a variety of programs within the agency. The following chart summarizes WHS' expenditures by program for the fiscal year ending June 30, 2009.

2008-2009 Expenditures





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 - will receive a
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 - Ultimate Game Cleaning Kit
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 - Machete

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A.O. F.A.S.T Pocket Knife









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ADDRESSES & PHONE NUMBERS

NATURAL RESOURCES POLICE OFFICES

Please contact the Maryland Natural Resources Police to report natural resources violations or with questions on wildlife regulations at 1-800-628-9944 or 410-260-8888.

Eastern Region/Area 1

(Somerset, Wicomico, and Worcester Counties) Johnson Office, 32144 Mt. Olive Rd., Salisbury, MD 21804 (Mon–Fri, 8am–4pm)

Eastern Region/Area 2

(Caroline, Dorchester, Kent, Talbot, and Queen Anne's Counties) Hillsboro Office, 3001 Starr Rd., Queen Anne, MD 21657 (Mon-Fri, 8am–4pm)

Southern Region/Area 3

(Anne Arundel and Prince George's Counties) Broadneck, 1070 East College Parkway, Annapolis, MD 21409 (Mon–Fri, 8am–4pm)

Southern Region/Area 4

(Calvert, Charles, and St. Mary's Counties) Waldorf Office, 2160 Old Washington Road, Waldorf, MD 20601 (Mon–Fri, 8am–4pm)

Central Region/Area 5

(Baltimore, Carroll, Howard, and Montgomery Counties) Gwynnbrook Office, 3738 Gwynnbrook Avenue, Owings Mills, MD 21117 (Mon–Fri, 8am–4pm)

Central Region/Area 6

(Cecil and Harford) Gwynnbrook Office, 3738 Gwynnbrook Avenue, Owings Mills, MD 21117 (Mon–Fri, 8am–4pm)

Western Region/Area 7

(Frederick and Washington Counties) Echo Lake Office, 2011 Monument Rd. Myersville, Maryland 21773 (Mon–Fri, 8am–4pm)

Western Region/Area 8

(Allegany and Garrett Counties) Town Hill, 11701 Mountain Rd. N.E., Flintstone, MD 21530 (Mon–Fri, 8am–4pm)

24 Hours a Day Natural Resources Emergency or Assistance Telephone: 1-800-628-9944 or 410-260-8888

Emergencies on Boats

VHF-FM 156-800MHz or VHF-FM 167MHz CH. 16 Emergency Marine Operator 26. Nearest NRP or Coast Guard will assist you.

Catch a Poacher 24 Hour Hotline 1-800-635-6124

Citizens who supply Maryland Natural Resources Police with information leading to the arrest and conviction of a poaching violator are eligible to receive cash rewards. Give names, addresses, vehicle descriptions, and as much information as possible. The anonymity of the caller is guaranteed. Add this number to your cell phone contact list!

Law Enforcement Division of the U.S. Fish and Wildlife Service

410-573-4514 (Annapolis) or 410-228-2475 (Cambridge)

DNR WILDLIFE and HERITAGE SERVICE OFFICES

Please contact regional offices listed below for more information on any of the following issues: hunting seasons, trapping seasons, bag limits, wildlife regulations, hunting licenses, stamps, permits, public hunting areas, managed hunts, hunting permit requirements, and Junior Hunter Days. For information on specific public lands refer to the Public Hunting Lands section of this guide (see page 58).

Headquarters

Tawes State Office Building, E-1 580 Taylor Ave., Annapolis, MD 21401 410-260-8540, FAX 410-260-8596

Southern Region

Anne Arundel, Calvert, Charles, Prince George's and St. Mary's Counties

Southern Region Main Office

6904 Hallowing Lane, Prince Frederick, MD 20678 410-535-0282, FAX 410-535-4737

Myrtle Grove WMA

5625 Myrtle Grove Rd., LaPlata, MD 20646 301-743-5161, FAX 301-743-7317

Western Region

Allegany, Frederick, Garrett and Washington Counties

Western Region Main Office

3 Pershing St., Room 110, Cumberland, MD 21502 301-777-2136, FAX 301-777-2029

Mt. Nebo WMA

1728 Kings Run Rd., Oakland, MD 21550 301-334-4255, FAX 301-334-6541

Billmeyer WMA

11703 Mountain Rd., NE, Flintstone, MD 21530 301-478-2525, FAX 301-777-9723

Indian Springs WMA

14038 Blairs Valley Rd., Clear Spring, MD 21722 301-842-2702, FAX 301-842-1026

Central Region

Baltimore, Carroll, Cecil, Harford, Howard, Montgomery Counties and Baltimore City

Central Region Main Office

11960 Clopper Rd., Gaithersburg, MD 20878 301-258-7308, FAX 301-258-9607

Bel Air Wildlife Office

2 S. Bond St., Bel Air, MD 21014 410-836-4557, FAX 410-836-4552

Gwynnbrook WMA

3740 Gwynnbrook Ave., Owings Mills, MD 21117 410-356-9272, FAX 410-356-5063 Hours: 7:30am–11:30am, Aug. 16, 2010–Feb. 15, 2011

ADDRESSES & PHONE NUMBERS

Eastern Region

Caroline, Dorchester, Kent, Queen Anne's, Somerset, Talbot, Wicomico and Worcester Counties

Eastern Region Main Office

P.O. Box 68, Wye Mills, MD 21679 410-827-8612, ext.105, FAX 410-827-5186

Millington WMA

33626 Maryland Line Rd., Massey, MD 21650 410-928-3650, FAX 410-928-5482

LeCompte WMA

4220 Steele Neck Rd., Vienna, MD 21869 410-376-3236, FAX 410-376-3916

Wellington WMA

32733 Dublin Rd., Princess Anne, MD 21853 410-651-2320 (local), 410-543-8223 (Salisbury), FAX 410-219-8260

LICENSING and REGISTRATION SERVICE CENTERS

DNR Licensing & Registration Service Centers offer the following: hunting licenses, recreational fishing licenses, commercial fishing licenses, off-road vehicle permits, certificates of registration and title to vessels and boat dealer licenses. Information about State Parks and Forests, other DNR locations and activities, and safety classes for hunters and boaters is also available. Public hours are 8:30am–4:30pm, Monday through Friday, except State holidays. Visit Licenses at: www.dnr.maryland.gov.

Annapolis Regional Service Center

1804 West Street, Suite 300, Annapolis, MD 21401 1-866-344-8889 (toll free within MD), 410-260-3220

Bel Air Regional Service Center

2 S. Bond St., Bel Air, MD 21014 1-866-623-3187 (toll free within MD), 410-836-4550

Centreville Regional Service Center

120 Broadway Ave., Suite 5/6, Centreville, MD 21617 1-866-439-1708 (toll free within MD), 410-819-4100

Cumberland Regional Service Center

3 Pershing St., Room 103, Cumberland, MD 21502 1-866-679-0906 (toll free within MD), 301-777-2134

Dundalk Service Center

7701 Wise Ave., Baltimore, MD 21222 1-866-535-8319 (toll free within MD), 410-284-1654 (Mon., Wed., & Fri.; walk-in only, no mail-in applications)

Prince Frederick Regional Service Center

6904 Hallowing Lane, Prince Frederick, MD 20678 1-866-688-3823 (toll free within MD), 410-535-3382

Salisbury Regional Service Center

201 Baptist St., Suite 22, Salisbury, MD 21801 1-866-812-1678 (toll free within MD), 410-713-3840

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JUNIOR HUNTING

Hunters 16 years of age or younger may participate in the following two events if the individual possesses a valid hunting license or is exempt from Maryland hunting license requirements.

Junior Deer Hunt: November 13, 2010 Junior Turkey Hunt: April 16, 2011

Hunters 15 years of age or younger may participate in the following event if the individual possesses a valid hunting license or is exempt from Maryland hunting license requirements. The individual must possess a Maryland Migratory Game Bird Stamp.

Junior Waterfowl Hunt: Date to be announced in September

All hunters participating in these events must be accompanied in the field by an individual who:

- Is 21 years old or older.
- Possesses a valid Maryland hunting license, or is exempt from hunting license requirements.
- Is not afield with a firearm, bow or other hunting device.



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HUNTER & TRAPPER EDUCATION

HUNTER EDUCATION

To hunt or purchase a hunting license in Maryland, persons must comply with the Hunter Education and Safety Requirement (See Licenses, Stamps, and Permits on page 16).

The Maryland Natural Resources Police provide the Hunter Education Course required to receive the Certificate of Competency in Firearms and Hunting Safety.

Information about Hunter Education Courses and Boating Courses is available from any Natural Resources Police regional office (see page 8), the Natural Resources Police Safety Education Division (see address below), or by visiting the DNR website at www.dnr.maryland.gov.

MARYLAND HUNTER EDUCATION INTERNET COURSE

The Maryland Hunter Education Program offers an Internet course program to provide an alternative delivery method of the Hunter Education Course. It requires the student satisfactorily complete an Internet based course of study, after which the student must also complete a mandatory one day Hunter Education Field Day Workshop. The Workshop includes lectures, hunter safety skills demonstration, range skills demonstration (including live firing), and a final exam that would complete all state requirements. For additional information visit the website address: www.dnr.maryland.gov/nrp/education or contact the Maryland Natural Resources Police Safety Education Division at the phone number below.

TRAPPER EDUCATION

Any person who traps or attempts to trap furbearers (beaver, coyote, fisher, gray fox, long-tailed weasel, mink, muskrat, opossum, raccoon, red fox, river otter, and skunk) under the authority of a Furbearer Permit must first obtain a certificate of trapper education from the Department (or a designee of the Department), except that the certificate is not required if the person held a Furbearer Permit prior to August 1, 2007. However, all trappers are encouraged to participate in a trapper education course. Trapper education courses are being held statewide. Any similar certificate issued by another state is acceptable as complying with the educational requirements if the privileges are reciprocal for Maryland residents. Please contact the Maryland Natural Resources Police, Safety Education Division, 305 Marine Academy Drive, Suite 1, Stevensville, MD 21666, 410-643-8502; or visit the DNR website at www.dnr.maryland.gov for information about Trapper Education Courses.

REPLACEMENT CERTIFICATES

For a replacement Certificate of Competency in Firearms and Hunter Safety or a Trapper Education Certificate, submit in writing: your name, address, date of birth, where you took the course and the date of the course to the:

Maryland Natural Resources Police Safety Education Division 305 Marine Academy Drive, Suite 1 Stevensville, MD 21666 410-643-8502

Please allow 7–10 days after the request is made to receive a replacement card. Hunter Safety Certificate numbers **will not** be provided over the phone.

WHAT'S NEW FOR 2010-2011

Crossbow Use: Crossbows may be used to hunt any game species during any open season where a vertical bow may be used (excluding waterfowl and certain furbearers). Crossbows can now be used during the entire deer bow season in all counties. The Crossbow Permit for disabled hunters is no longer needed. The definition of 'bow' in this document now includes vertical bows (compound, recurve or straight limb bows) and crossbows.

Bobwhite Quail: On DNR public land, the quail season has been shortened to end on January 15 and the bag limit has been reduced from six to three quail per day. No changes were made for private lands. See Upland Game on page 40.

Wild Turkeys: The hunting hours have been extended until sunset for the last two weeks of the spring turkey season and on the Junior Hunt day, statewide. There are separate bag limits for the fall and spring turkey seasons. The new bag limits are one either-sex bird in the fall season and two bearded birds in the spring. Shot size restrictions have been changed. Shot sizes #4 or smaller are now permitted for turkey hunting. See Forest Game on page 29.

White-tailed Deer: The Region A boundary has been moved into Washington County to include the portion of the county west of Clear Spring and Big Spring in Region A. See Deer Management Regions/Zones Map page 45.

Sika Deer: The sika deer bag limit has been changed to two sika deer; no more than one antlered, for each season (bow, muzzleloader and firearm). Also, sika deer may now be taken during the antlerless-only early muzzleloader season and during the two-day January firearm season. See the Sika Deer Charts on page 48.

Raccoons: The season closure date for raccoons now coincides with the closure dates for beavers statewide.

Additional Sunday Hunting Opportunities: Sunday Hunting Legislation passed during the 2010 General Assembly opened additional Sunday hunting opportunities in Maryland:

- In Allegany and Garrett counties only, turkey hunting will be permitted on Sunday, May 1, 2011. See Forest Game on page 29.
- Additional Sundays have been added for deer hunting on private land only in Allegany, Calvert, Charles, Garrett, St. Mary's and Talbot counties. See pages 46–48.

Safety Zone Change: In Frederick County only, the safety zone for archery hunters on private land has been reduced to allow hunting within 50 yards from any occupied building or camp. See General Hunting Regulations on page 20.

Offshore Waterfowl Hunting Opportunity Expanded: Laws passed by the General Assembly during the 2010 session increased waterfowl hunting opportunity in the Offshore Waterfowl Hunting Zone. Waters in Tangier Sound, Fishing Bay, and Pocomoke Sound have been added to the Offshore Waterfowl Hunting Zone. The distance hunters must remain from shore while hunting in the Offshore Waterfowl Hunting Zone in St. Mary's County was decreased to 400 yards. For maps and specific regulations, see the Guide to Offshore Waterfowl Hunting at www.dnr.maryland.gov/wildlife.

Resident Canada Goose Depredation Assistance Available to Landowners

Programs Designed to Help Marylanders Manage Goose Conflicts

The Maryland Department of Natural Resources (DNR) and the U.S. Department of Agriculture's Wildlife Services now offer Maryland property owners and farmers a new set of tools to manage problems caused by Resident Canada geese.

Landowners who have previously tried to obtain a federal permit to control Resident Canada geese have more often than not been frustrated with the lengthy process. The average time to secure a permit from the U.S. Fish and Wildlife Service (USFWS) was 6–8 weeks. Authorization came too late to implement control actions. Thankfully all that is history and a new way of business has been implemented to help landowners cope with problems caused by Resident Canada geese.

The USFWS published new regulations creating depredation and control orders that make it easier to address problems caused by Resident Canada geese and the DNR modified its regulations to help make Resident Canada goose population control efforts more effective and user friendly.

Under the **Nest and Egg Depredation Order**, private landowners and public land managers may now destroy Resident Canada goose nests and eggs on property under their jurisdiction between March 1 and June 30 (only) if it is necessary to resolve or prevent injury to people, property, agricultural crops, or other interests. Before any goose nests or eggs may be

destroyed, landowners must register on-line with the U.S. Fish and Wildlife Service at https://epermits.fws.gov/eRCGR/geSI.aspx. Landowners must register employees or agents that may act on their behalf. Registration is valid for one nesting season and must be renewed each year before nests and eggs may be destroyed. There is no fee for registration. No State permit is required to destroy nests or eggs in Maryland.

The Agricultural Depredation Order allows agricultural producers including landowners, operators, and tenants actively engaged in commercial agriculture to use certain lethal methods to control Resident Canada geese on lands that they personally control and where geese are damaging agricultural crops. Geese may only be taken between May 1 and August 31 and all management actions must occur on the premises of the depredation area. Geese may not be taken using hunting methods such as decoys and calls. State authorization is required to conduct this control. Agricultural producers can apply for a free State permit, in person or by telephone at the U.S. Department of Agriculture, Animal and Plant Health Inspection Service, Wildlife Services, 1568 Whitehall Road, Annapolis, MD 21409, Tel. 1-877-463-6497. A federal permit is not required.

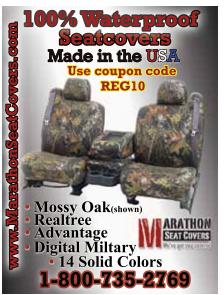
Past efforts have shown Canada goose depredation control is most effective when

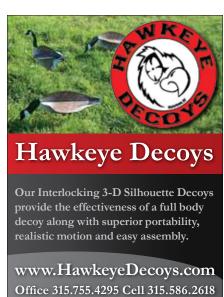
a combination of techniques are used in concert. These may include:

- hunting seasons (special early and regular Resident Canada goose seasons and liberal bag limits)
- nest and egg destruction
- non-lethal treatment methods like hazing with propane cannons, pyrotechnics and lethal alternatives

As with most wildlife problems, an integrated approach using a combination of tools has proven to be the best way to deal with Resident Canada goose depredation. In most cases, non-lethal methods work quite well. However, the special depredation orders provide an additional prescription that deals with persistent geese in chronic cases.

For additional information about Resident Canada geese visit the DNR web site at www.dnr.maryland.gov/wildlife.





DONATE DEER TO FEED THE HUNGRY!

Donate a whole deer and **Farmers and Hunters Feeding the Hungry** (FHFH)
pays the processing fee (as funding permits) OR Have a deer processed for yourself and donate a portion of the meat to FHFH. Visit **www.fhfh.org** or call **866-GET-FHFH** to find participating meat processors.

FHFH is looking for local Coordinators to help increase venison donation and distribution to the hungry. Please call **866-GET-FHFH** or email staff@fhfh.org

email **staff@fhfh.org** for more information.



GLOSSARY

The following definitions are for use when reading this guide:

Antlered sika deer: a sika deer with at least one antler visible above the hair line.

Antlered white-tailed deer: a white-tailed deer with 2 or more points to one antler, or a white-tailed deer with one antler 3 or more inches long, measuring from the top of the skull in a living deer.

Antlerless sika or white-tailed deer: is any sika or white-tailed deer not antlered.

Bag limit: the number of game birds and game mammals that can be legally taken.

Blind: any man-made or natural material that conceals a hunter from full or partial view but not worn by the hunter.

Blind site: a specific location in the water where a person may hunt wild waterfowl from a boat or raft which is tied to or anchored at a stake and is not a permanent structure.

Bow: includes vertical bows (compound, recurve or straight limb bows) and crossbows.

Closed season: the time period when a person may not hunt a species of game bird or mammal and includes any period of time not included within the open season.

Dark geese: Canada geese and white-fronted geese.

Falconry: hunting with the aid of birds of prey (falcons, hawks, owls).

Furbearing mammals: beaver, bobcat, coyote, fisher, gray fox, long-tailed weasel, mink, muskrat, opossum, otter, raccoon, red fox, and skunks.

Game birds: brant, coot, crow, ducks, gallinule, geese, mergansers, mourning dove, pheasant, quail, rails, ruffed grouse, snipe, swans, wild turkey, and woodcock.

Game mammals: black bear, deer, fox squirrels (except Delmarva subspecies), furbearing mammals, gray squirrels, rabbit, and red squirrels.

Hunting: capturing, catching, gigging, killing, pursuing, shooting, or trapping or attempting to capture, catch, gig, kill, pursue, shoot, or trap or in any manner take any bird or mammal into personal possession.

Hunting devices: a term used to describe legal equipment for hunting during certain seasons or for certain species of wildlife, e.g., a type of bow or firearm.

Jaw spread: the distance between the inside of both jaws of a trap when measured across the trap jaws on a line perpendicular to a line drawn through the jaw pivot points when the trap is in a set position.

Light geese: snow geese and Ross's geese.

Muzzleloader firearm: a handgun, rifle, or shotgun which is loaded from the muzzle or a revolver which is loaded from the front of the cylinder.

Nighttime: the time beginning one half hour after sunset and ending one half hour before sunrise the following day.

Nongame birds and mammals: every wild bird or mammal not classified as a game bird or mammal.

Open season: the time when a person can lawfully hunt or trap.

Place of kill: the immediate and specific location where a harvested game animal is recovered.

Protected birds and mammals: any wild bird or mammal not included within the definition of game bird, game mammal, unprotected bird or unprotected mammal.

Riparian owner: the owner of shoreline land.

Snare trap: any device constructed of cord, cable or other material, which forms a loop and is designed or set with the intent of capturing a furbearer by the neck.

Stationary blind: a permanent offshore structure built on pilings or stakes and used for hunting wild waterfowl.

Unprotected bird: house sparrow, European starling.

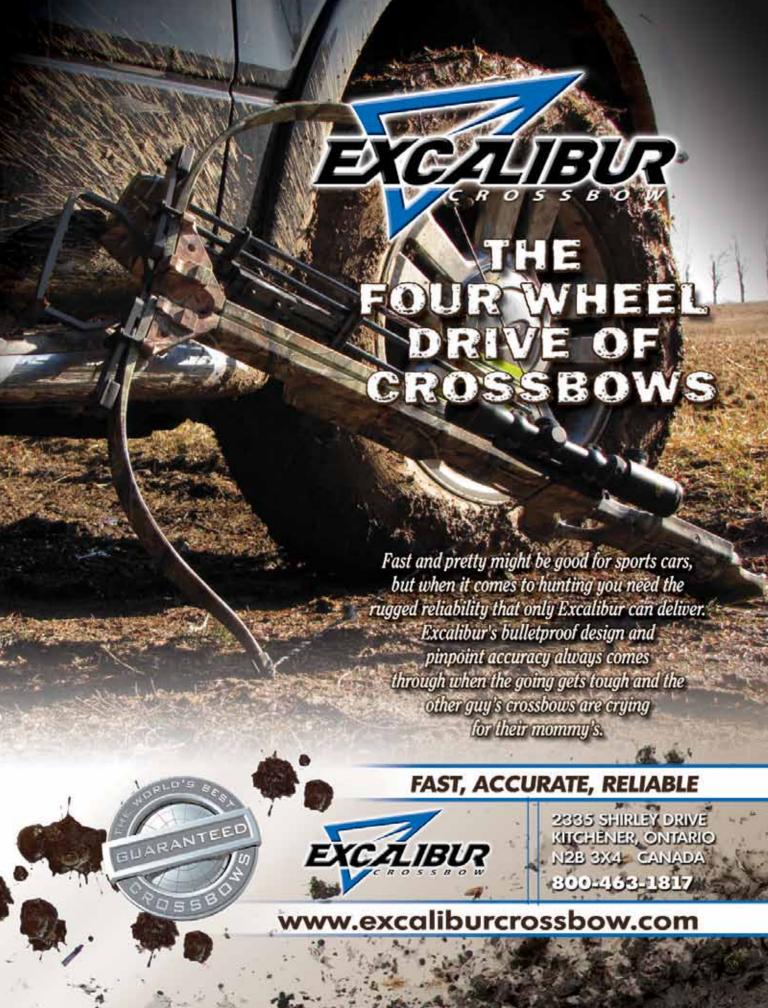
Unprotected mammal: nutria, woodchuck.

Waterfowl: ducks and geese.

Wildlife: any living creature, wild by nature, endowed with sensation and power of voluntary motion and including amphibians, birds, mammals, and reptiles which spend a majority of their life cycle on land.







LICENSES, STAMPS & PERMITS

TERM

Hunting licenses are valid from issuance to July 31, 2011, except the nonresident 3-day waterfowl and small game license.

HUNTER EDUCATION and SAFETY REQUIREMENT

To hunt or purchase a hunting license in Maryland, state law requires:

- Presentation of a Certificate of Competency in Firearms and Hunting Safety (required for junior licenses), or
- Certification that you held a hunting license issued prior to July 1, 1977, or
- Certification that you hunted on private property prior to July 1, 1977, and were legally exempt from purchasing a hunting license or
- Certification that you are purchasing a nonresident license and will only hunt waterfowl.

Exception: Compliance with the Hunter Education and Safety Requirement does not apply to those shooting under a Regulated Shooting Area Hunting License. See pages 17 (Regulated Shooting Area Hunting License) and 36 (Regulated Shooting Area Requirements).

See page 11 for Maryland Hunter Education information.

Note: RESIDENT Junior Hunters (under 16 years of age) will be entitled to a one-time FREE annual hunting license, bow stamp, and muzzleloader stamp upon successful completion of a Hunter Safety and Education course (bring form provided by course instructor to any DNR Licensing and Registration Service Center, see page 9).

FULL SEASON HUNTING LICENSE

Allows you to hunt all legal game birds and mammals in season without the need for additional stamps, except: (1) deer during bow season; (2) deer during muzzleloader season; (3) migratory game birds; and (4) furbearers. A Bonus Antlered Deer Stamp may also be used with these licenses.

Resident Regular Hunting License	\$24.50
(Age 16 to 64)	
D: 1 1	¢10.50

Resident Junior Hunting License\$10.50 (Under 16 years of age, written permission of parent or guardian required)

Holders of Senior Lifetime Consolidated Licenses

This license has been eliminated, but persons who already hold this license are "grandfathered" and do not need to purchase the Senior Hunting License, Bow or Muzzleloader Stamps. However, they must buy a Bonus Antlered Deer Stamp (to hunt a bonus antlered deer), a Maryland Migratory Game Bird Stamp (to hunt migratory game birds), a DNR Managed Hunt Permit (where required), and a Furbearer Permit (to hunt or chase furbearers). A Big Game Harvest Record may be obtained at no charge from any DNR agent location or in person or by mail from any DNR Service Center.

Nonresident Hunting License	\$130.00
(Age 16 and above)	

Nonresident Junior Hunting License\$65.00

(Under 16 years of age, written permission of parent or guardian required)

SHORT TERM LICENSE

Nonresident 3-Day

STAMPS

Federal Migratory Bird Hunting and Conservation Stamp

- At U.S. Post Offices and at www.duckstamp.com.......\$15.00
- From sport license agents, DNR online licensing, and DNR

This stamp is required for all waterfowl hunters, including those who are not required to purchase a hunting license, except those under the age of 16. The stamp must be signed in ink to be valid. If you order your stamp online at *duckstamp.com*, you will receive a purchase code. If you purchase your stamp from a sport license agent, DNR online licensing, or a DNR Licensing and Registration Center, you will receive a printed receipt. Both the purchase code and printed receipt will be accepted as evidence of the purchase for 45 days and must be possessed while hunting waterfowl and coots. The paper stamp will be mailed to the purchaser. The proof of purchase will expire after 45 days and the purchaser must then possess the stamp, signed in ink, while hunting waterfowl and coots.

Bow Stamp*

Required to hunt deer during Bow Season with valid hunting license. This includes crossbows.

Resident Bow Stamp......\$6.00Nonresident Bow Stamp......\$25.00

Muzzleloader Stamp*

Required to hunt deer during Muzzleloader Season with valid hunting license. This includes bowhunters that hunt with vertical bows and crossbows during the Muzzleloader Season.

Resident Muzzleloader Stamp\$6.00
 Nonresident Muzzleloader Stamp\$25.00

Bonus Antlered Deer Stamp*

A Bonus Antlered Deer Stamp allows you to take one (1) additional antlered white-tailed deer for each Bonus Antlered Deer Stamp purchased, within the established bag limits for a given Deer Management Region (see pages 45–48). The Bonus Antlered Deer

LICENSES, STAMPS & PERMITS

Stamp is to be used only after two antlerless deer are taken within the same season. Bonus Antlered Deer Stamps must be purchased prior to pursuing a bonus antlered deer. Bonus Antlered Deer Stamps are not season-specific and the stamp may be used during the bow, muzzleloader, or firearm season.

• Resident Bonus Antlered Deer Stamp......\$10.00

• Nonresident Bonus Antlered Deer Stamp......\$25.00

*Hunters entitled to hunt without a license do not need to purchase Bow, Muzzleloader, or Bonus Antlered Deer Stamps. Hunters with a Senior Lifetime Consolidated License do not need to purchase Bow or Muzzleloader Stamps but must purchase Bonus Antlered Deer Stamps to take bonus deer.

PERMITS and OTHER LICENSES

Furbearer Permit

With certain exceptions, a person must obtain or be authorized by a Furbearer Permit to hunt, chase, or trap any furbearer (beaver, coyote, fisher, gray fox, long-tailed weasel, mink, muskrat, opossum, raccoon, red fox, river otter, and skunk), including persons participating in the unarmed chasing of fox and raccoons. It is also required for persons not required to have a hunting license (e.g. landowners hunting on their own property) and holders of any senior hunting license. See page 18 for exceptions.

There are two types of Furbearer Permits, Individual and Group. Any person desiring to participate in these activities can obtain the Individual Permit. The representative of an association or group established for the purpose of chasing or hunting furbearers may obtain the Group Permit. A member or guest of the association or group who participates in furbearer chasing or hunting with the association or group is not required to have an Individual Furbearer Permit. The permit holder of the association or group must submit a report to the Department by September 1 following the end of each permit year.

• Furbearer Permit—Individual......\$5.00 • Furbearer Permit—Group\$10.00

DNR Managed Hunt Permit.....\$35.00

This annual permit is required to hunt DNR properties that charge for Managed Hunts (see page 57, DNR Managed Hunt Permit). Hunters must contact the properties they wish to hunt for site-specific rules and regulations. Persons exempt from this requirement are those legally hunting with a Junior Hunting License (see page 16) or any person serving in the United States Armed Forces that is exempt from needing a Maryland Hunting License (see page 18).

Snow Goose Conservation Order Hunting Season Permit...\$5.00 Waterfowl hunters participating in the Light Goose Conservation Order season must possess the printed receipt showing proof of the purchase of this permit. The permit can be obtained from any DNR sport license agent, online at www.dnr.maryland.gov, or by phone (1-800-918-2870). For more information on the Light Goose Conservation Order season see 2011 Light Goose Conservation Order Season, page 56, and Migratory Game Birds, pages 32–37.

Hunt From a Vehicle Permit

Hunters with mobility impairments may obtain a special permit so they may hunt from a vehicle. Applications are available from DNR Regional Wildlife & Heritage Service Offices (see page 8) or from DNR's website (see address below). A physician must certify your permit application. See the Public Hunting Lands on pages 58–61 or visit the DNR website at www.dnr.maryland.gov for public hunting areas that can assist hunters with mobility impairments.

PURCHASING YOUR MARYLAND HUNTING LICENSES or STAMPS

Licenses and stamps are available by telephone, online, by mail, or in person at any DNR sport license agent or DNR Licensing and Registration Service Center. Call any DNR Licensing and Registration Service Center listed on page 9 for the location of an agent near you or visit Licenses at www.dnr.maryland.gov. Federal Migratory Bird Hunting and Conservation Stamps are available from sport license agents, DNR Licensing and Registration Service Centers, U. S. Post Offices, National Wildlife Refuges, by calling 1-800-STAMP24 (782-6724), or online at www.duckstamp.com and <a href="https://www.duc

Apply For a Hunting License By Telephone

You may obtain a hunting license, 24 hours a day, seven days a week by dialing 1-800-918-2870, toll free. Payment can be made by electronic check, Visa, Master Card or Discover and your license will be delivered by mail. A convenience fee will be assessed by the provider.

Apply For a Hunting License Online

You may obtain a hunting license, 24 hours a day, seven days a week by visiting Licenses at *www.dnr.maryland.gov*. The printed license immediately authorizes your participation in all purchased activities, including deer and turkey hunting. Supporting documents required for some privileges (hunting guides, fishing guides, boat decals, Migratory Game Bird stamp) will be mailed. Payment can be made by electronic check, Visa, Master Card or Discover. A convenience fee will be assessed by the provider.

Apply For a Hunting License By Mail

You may obtain a Hunting License Application by calling or visiting a DNR Licensing and Registration Service Center or from the DNR website: Licenses at www.dnr.maryland.gov. Complete all applicable sections and mail it with the appropriate fee to any DNR Licensing and Registration Service Center. Applicants for nonresident licenses are required to submit a copy of their driver's license, voter registration card or home state hunting/trapping license.

LICENSES, STAMPS & PERMITS

Obtaining Replacement Hunting Licenses, Stamps, and Permits

Replacement hunting licenses, stamps, and permits are available only from a DNR Licensing and Registration Service Center, in person or by mail at a cost of \$5 per item. The Federal duck stamp cannot be replaced at a reduced fee. Call any DNR Licensing and Registration Service Center for an application (see page 9), or at Licenses using www.dnr.maryland.gov.

WHO MAY HUNT WITHOUT A LICENSE

It is unlawful to hunt without a valid hunting license in your possession unless you are exempt from this requirement as described in this section. You are not required to possess a hunting license or stamps (except the Maryland Migratory Game Bird Stamp, the federal Migratory Bird Hunting and Conservation Stamp, and a Furbearer Permit) if you are:

- A resident of Maryland (and their spouse) who owns property and who hunts only on that property. This also applies to: (1) the landowner's children and grandchildren if they are under the age of 16; and (2) the landowner's children and grandchildren, and the spouse of the children or grandchildren, regardless of age, if the child, grandchild, or their spouse, lives on the property, has worked on the property for at least 30 days during the preceding 12 months, or manages the property. Each person must individually qualify under these criteria. To qualify for this exemption a landowner does not need to live on the property but must be able to prove ownership.
- A person (and spouse) who: (1) holds land under lease for agricultural purposes (or a sharecropper); and (2) lives on this farmland; and (3) hunts only on this farmland. This also applies to: (1) the lessee's children and grandchildren if they are under the age of 16; and (2) the lessee's children and grandchildren, and their spouses, if the child, grandchild, or spouse of the child or grandchild, lives on the property, has worked on the property for at least 30 days during the preceding 12 months, or manages the property.
- A nonresident (and spouse) who owns a contiguous piece of farmland that is in both Virginia and Maryland may hunt on the Maryland portion of his or her property without a Maryland hunting license, if the person's primary residence is on the Virginia portion of the property. This also applies to the owner's children and grandchildren if they are under the age of 16.
- A Maryland resident serving in the United States Armed Forces while on official leave in Maryland (whether stationed in Maryland or outside Maryland). You must possess a copy of official leave orders while hunting. See Hunters in the Armed Forces in the following text.
- A person serving in the United States Armed Forces who has a service—connected disability and possesses a valid military identification while hunting. This applies to hunting on private property only. If such a person wants to hunt on public land, they must first acquire a Maryland hunting license.

Notes:

- Hunters not required to have a license must obtain a Maryland Big Game Harvest Record from a Maryland Sport License agent at no charge.
- Nonresidents of Maryland who own property in the state and hunt on that property are required to purchase a Nonresident Hunting License.
- Individuals who are exempt from Maryland hunting license requirements are subject to all state and federal laws and regulations relative to hunting and trapping.

• The Hunter Education and Safety Requirement applies to all individuals hunting in Maryland, even if they are exempt from the requirement to purchase a hunting license (see page 11).

WHO MAY HUNT and TRAP FURBEARERS WITHOUT A FURBEARER PERMIT

A Furbearer Permit is not required to hunt or trap a fur-bearing mammal if:

- A person possesses a valid Wildlife Control Cooperator Permit issued by the Wildlife and Heritage Service according to the Code of Maryland Regulations (COMAR) 08.03.09.0506.06 or .10 and is engaging in the control of fur-bearing mammals in accordance with the terms and conditions of the permit.
- A landowner possesses a Landowner Wildlife Damage Control Permit according to COMAR 08.03.15.03.
- As stated by the Annotated Code of Maryland, sections 10-406 and 10-414, a Furbearer Permit is not required for:
 - » A landowner to destroy a muskrat that is damaging an embankment or impoundment.
 - » A landowner to hunt or trap a coyote, fox or skunk that is damaging or destroying the personal or real property of the landowner on their land.
 - » The owner of a marsh or the owner's employees to hunt any raccoon which destroys a muskrat or its home in a marsh area of the State.
 - » A landowner or the landowner's agent to set or use traps or similar devices at any time to trap raccoons or opossums which are damaging property.

HUNTERS in the ARMED FORCES

Maryland residents serving in the United States Armed Forces and stationed in Maryland must purchase a Resident Hunting License before hunting, unless they are on official leave and possess a copy of their official leave orders. Maryland residents serving in the United States Armed Forces, while hunting during official leave in Maryland, do not need to purchase a hunting license, deer stamps, or DNR Managed Hunt Permit; however, they must purchase a Maryland Migratory Game Bird Stamp, a federal Migratory Bird Hunting and Conservation Stamp, and a Furbearer Permit. You must possess a copy of your official leave orders while hunting and comply with the Hunter Education and Safety Requirement (page 16).

Any nonresident serving in the United States Armed Forces whose duty station is in Maryland must purchase a Resident Hunting License before hunting. Any nonresident serving in the United States Armed Forces who is on leave in Maryland, but not stationed in Maryland, must purchase a Nonresident Hunting License before hunting.

COMPLIMENTARY POW-DAV HUNTING LICENSES

A complimentary lifetime hunting license is available to Maryland residents certified as a former prisoner of war or a 100% service connected disabled American veteran (Veterans Administration documentation required). The lifetime license is available only at DNR Licensing and Registration Service Centers and includes the bow stamp, muzzleloader stamp, and furbearer permit. The Maryland Migratory Game Bird Stamp is not part of the Complimentary License. The Migratory Game Bird Stamp, Federal Migratory Bird Hunting and Conservation Stamp, and the Big Game Harvest Record are required for each year and can be obtained from a DNR Licensing and Registration Service Center (page 9), a sport license agent, or online.

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HUNTING REGULATIONS

GENERAL HUNTING REGULATIONS

In addition to the regulations listed elsewhere in this guide, it is unlawful to:

- Hunt any game bird or mammal while under the influence of alcohol or any narcotic drug.
- Hunt or trap on private land without written permission of the landowner.
- Hunt any game bird or mammal on Sunday with the exception of: (1) a person who possesses a Falconry Permit, who may hunt specified game birds and mammals on Sundays during the open season (see page 21, Falconry Regulations); (2) an unarmed person participating in an organized fox chase, who may chase foxes on Sundays; (3) persons hunting on Regulated Shooting Areas may shoot captive raised game birds on Sundays; (4) persons hunting deer on those Sundays specified on pages 46-48, Deer Regulations and Charts; and (5) persons hunting turkeys in Allegany and Garrett counties on May 1, 2011.
- Hunt any animal other than deer on the first day of Deer Firearms Season, except sea ducks in the Sea Duck Zone.
- Have a loaded firearm in, on, or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.
- Have a cocked crossbow in, on or leaning against a vehicle.
- Use laser sights when attached to any firearm or bow used for hunting game birds or mammals. Laser sights are those that project a beam of light from a hunting device onto the target. Range finding devices not attached to a hunting device are not considered laser sights.
- Shoot on, from or across any public road.
- Hunt, trap or shoot at wildlife within 150 yards of an occupied structure or camp without permission of the owner or occupant. This distance is 50 yards for archery hunters on private land in Frederick County only.
- Cast the rays of an artificial light from a vehicle on woods, fields, orchards, livestock, wild mammals or birds, dwellings or buildings. However, in Baltimore City, Montgomery and Prince George's Counties, a person may cast the rays of an artificial light from a vehicle for the sole purpose of observing or photographing wildlife until 9:00pm. A person may not have a weapon in his possession while the casting rays of an artificial light. Note: coyotes, foxes, opossums, or raccoons

- may be hunted on foot at nighttime during open season with the use of a dog or light, or both.
- Target shoot on state lands except in designated areas.
- Construct or use permanent blinds or tree stands on state-owned or controlled properties. (Tree stands and blinds are limited to those of a temporary nature which must be removed at the end of each day.)
- Trap on state lands without written permission from the controlling agency.
- Hunt without a form of positive identification, such as a drivers license, other
 photo identification or a secondary form
 of positive identification.
- Tamper with any legally set trap and to remove the catch from any legally set trap.

Note: The woodchuck and nutria are classified as "unprotected mammals." As such, a hunting license is not required to hunt woodchucks and nutria except in Baltimore and Frederick Counties. Woodchucks and nutria may be hunted throughout the year, including on Sundays. Hunters must wear fluorescent orange while hunting woodchucks. All legal hunting devices may be used to hunt woodchucks and nutria.

FIREARMS, BOW, AND FALCONRY REGULATIONS

Shotgun Regulations

Shotguns may be used to hunt forest and upland game, coyotes, fishers, foxes, nutria, opossums, raccoons, skunks, woodchucks and migratory game birds, with the restriction that the magazine and chamber must be capable of holding no more than 3 shells total except resident Canada geese during the September season, light geese when prescribed in annual hunting regulations, or deer hunting (where the number of shells is restricted to 8).

- Shotguns larger than 10 gauge may not be used to hunt waterfowl and coots.
- Nontoxic shot larger than No. T (.20 inches in diameter) may not be used to hunt waterfowl and coots.
- The possession or use of lead shotgun ammunition while hunting waterfowl, coots, snipe, and rails is prohibited.
- Deer hunters using shotguns must use a pumpkin ball, rifled slug or sabot. Buckshot may not be used to hunt deer except in Dorchester County, where #1 size buckshot or larger may be used. The use of shotguns smaller than 20 gauge for deer hunting is not permitted.

• A person hunting turkeys in the spring season shall be restricted to only using shot sizes #4 or smaller. A person hunting turkeys in the fall season shall be restricted to only using shot sizes #4 or smaller or a solid, single projectile.

Rifle Regulations

- Air rifles are legal to use for hunting in Maryland and must comply with the rifle regulations. Air rifles may not be used to hunt turkeys in the spring season or waterfowl and must generate a muzzle energy of at least 1,200 foot pounds to be legal for deer or bear hunting.
- It is unlawful to hunt with an automatic firearm capable of firing a series of shots with one continuous pull of the trigger.
- Rifles used for deer and bear hunting must use ammunition developing a muzzle energy of at least 1,200 foot pounds.
- Firearms used for deer and bear hunting may not have an ammunition clip loaded with more than 8 cartridges or bullets. If a clip has the capacity to hold more than 8 rounds, the clip does not have to be physically blocked, but no more than 8 cartridges or bullets may be loaded.
- Rifles may be used to hunt forest game (except turkey during the spring season), upland game (except doves and woodcock), crows, nutria, woodchucks and certain furbearing species.
- It is only lawful to hunt with ammunition of soft point (expanding) construction.
 All military, full metal jacketed, incendiary or tracer bullets are prohibited.
- Breech-loading rifles may not be used to hunt deer in Anne Arundel, Baltimore, Calvert, Caroline, Charles, Frederick (in that portion of Frederick County lying south of a line beginning at the Washington/Frederick County line at US Rt. 40 and continuing on Rt. 40 east to Harmony Road, proceeding south on Harmony Road to I-70, following I-70 east through Frederick County), Harford, Howard, Kent, Montgomery, Prince George's, Queen Anne's, St. Mary's and Talbot Counties or in Worcester County as follows: (1) within one mile of any school, (2) within that portion of South Point lying south of a line beginning at the west end of the Sinepuxent Bay Bridge on State Rt. 611, then by and with the south side of Rt. 611 to the junction of the South Point Road going south for a distance of .6 miles to a point opposite the southern boundary of the Ocean City Golf and Yacht Club property on the west side of

HUNTING REGULATIONS

the road, then by the southern boundary of the Ocean City Golf and Yacht Club to Trappe Creek and (3) within that portion of the land lying south of a line beginning at the mouth of the St. Martin River northwest to the junction with Shingle Landing Road, then by and with the south side of Shingle Landing Road to the junction with State Rt. 113, then by and with the east side of Rt. 113 to the junction with Rt. 589, then by and with the east side of Rt. 589 to the junction with US Rt. 50, then by and with the north side of Rt. 50 to the junction with Assawoman Bay, then by and with the west boundary of Assawoman Bay to the junction with the St. Martin River.

Muzzleloader Regulations

- Muzzleloading rifles and shotguns may be used to hunt forest game, upland game (shotgun only for doves and woodcock), coyotes, fishers, foxes, nutria, opossums, raccoons, skunks, and woodchucks. Muzzleloading shotguns, with non-toxic shot only, may be used to hunt waterfowl, coots, rails, and snipe. Muzzleloading rifles may not be used to hunt turkeys during the spring season.
- Muzzleloaders used for deer hunting must be at least .40 caliber in size and use not less than 60 grains of black powder (or a black powder equivalent) and propel one all-lead, lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge. Sabot loads are legal.
- It is permissible to hunt deer with a muzzleloading rifle or shotgun in all counties. Telescopic sights may be used on a muzzleloader.
- Flintlock, percussion cap, and inline ignition muzzleloaders are legal hunting devices. To be considered a muzzleloader, a rifle, shotgun or handgun must be loaded from the muzzle, and a revolver must be loaded from the front of the cylinder.
- Muzzleloaders are considered unloaded if the ignition system is disabled by removal of the cap, primer, battery, or primer powder.

Handgun Regulations

 Modern and muzzleloading handguns may be used to hunt forest game (handgun hunting for turkeys only during the fall season), upland game (except doves and woodcock), coyotes, fishers, foxes, nutria, opossums, raccoons, skunks, and woodchucks.

- Modern handguns may be used to hunt deer only in those counties where the use of a breech-loading rifle for deer hunting is permitted with the exception that modern handguns may be used to hunt deer throughout Frederick County. Any modern handgun used for deer and bear hunting must have a barrel length of 6 inches or more and use ammunition which produces a muzzle energy of 700 foot-pounds or more.
- Muzzleloading handguns (both single shot and revolvers) may be used to hunt deer in all counties. Muzzleloading handguns used for deer and bear hunting must be at least .40 caliber in size with a barrel length of at least 6 inches and use not less than 40 grains of black powder (or a black powder equivalent) and propel one all-lead, lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge.

Contact the Maryland State Police for information about handgun purchase, possession, transport and use in non-hunting activities.

Vertical Bow Regulations

- Vertical bows (compound, recurve, or straight limb) may be used to hunt nutria, woodchucks, and all game birds and game mammals, including migratory game birds, with the exception of beavers, long-tailed weasels, mink, muskrats, and river otters.
- Draw locking devices are legal on all vertical bows except when hunting waterfowl.
- Release aids are permitted.
- For hunting deer and bear, the vertical bow shall have a full draw and pull of not less than 30 pounds.

Crossbow Regulations

- Crossbows may be used to hunt nutria, woodchucks, and all game birds and game mammals with the exception of beavers, long-tailed weasels, mink, muskrats. river otters, and waterfowl.
- The use of telescopic sights is permitted on all crossbows.
- A crossbow used for deer or bear hunting shall have a draw of not less than 75 pounds.
- All crossbows should have a working safety.
- It is unlawful to have a cocked crossbow in, on or leaning against any vehicle.

Regulations Pertaining to Both Vertical Bows and Crossbows

- Arrows used for deer or bear hunting must have a sharpened broadhead with a metal cutting surface having a minimum width of 7/8 of an inch.
- The vertical bow and crossbow may be used for hunting deer during the Deer Firearms Season and Muzzleloader Season, in accordance with Firearms and Muzzleloader Season regulations.
- Firearms may not be carried while hunting deer during the Bow Season.
- The use of poisoned arrows is not permitted.

Falconry Regulations

- Hunting with birds of prey is permitted one half hour before sunrise to one half hour after sunset, Sunday through Saturday. Coots and waterfowl may not be hunted on Sunday.
- To hunt with birds of prey, a hunter must have a valid hunting license and a Falconry Permit.
- Possession of birds of prey is closely regulated by federal and state law.
- While hunting game birds and mammals during the open season using birds of prey, a hunter is not required to wear fluorescent orange. However, hunters are encouraged to wear fluorescent orange whenever they are afield.
- A Maryland Migratory Game Bird Stamp and a Falconry Permit are required to hunt migratory game birds.

For more information, contact Permits Coordinator, DNR Wildlife & Heritage Service, Tawes State Office Building E-1, 580 Taylor Ave., Annapolis, MD 21401, 410-260-8540.



FEDERATION

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HUNTING REGULATIONS

FLUORESCENT ORANGE

Fluorescent orange (hunter orange) clothing promotes hunter safety because it is easy for other hunters to see outdoors. A fluorescent orange outer garment or hat must be worn by all people who hunt any wildlife or accompany, aid, or assist a hunter in a field, marsh, wooded area, or on the water.

Whenever hunting, both hunters and companions must wear either:

- A cap of solid daylight fluorescent orange color (worn as an outer garment on the head at all times);
- A vest or jacket containing back and front panels of at least 250 square inches of solid fluorescent orange color (worn as outer garment at all times) or;
- An outer garment of camouflage fluorescent orange worn above the waist which contains at least 50% fluorescent orange color.
- Persons required to wear fluorescent orange that hunt from a
 ground blind that has four sides, a top, and is placed no more
 than 4 feet above the ground must display, on or within 25 feet
 of the blind, a cap of solid daylight fluorescent orange color or
 a panel, band, strip, or garment containing at least 250 square
 inches (approximately 16" x 16") of solid daylight fluorescent
 orange color.
- NOTE: Bowhunters hunting during the Junior Deer Hunt, Deer Firearms, and Deer Muzzleloader Seasons are required to wear fluorescent orange.
- The following persons are exempt from the requirement of wearing fluorescent orange (but are still encouraged to wear it when hunting):
 - » Property owners who hunt any wildlife on their own property with or without a hunting license (NOTE: children and spouses of property owners are required to wear fluorescent orange according to regulation);
 - » A person who hunts deer with a bow during the season restricted to hunting with a bow;
 - » A person who hunts or accompanies, aids or assists another person hunting the following species: brant, coot, crow, dove, furbearing mammals, rails, snipe, waterfowl, or wild turkey;
 - » A person who hunts game birds or mammals using falcons, hawks or owls.

HUNTING ON PRIVATE PROPERTY Permission Required to Hunt or Trap

In all counties, written permission is required from the property owner to hunt on private property. Written permission is required from the property owner to trap on private and public lands in all counties.

Liability

Any person hunting on private property shall be liable for any damage caused by that person to private property while hunting. The landowner may not be liable for accidental injury or damage to the hunter, whether or not the landowner or the landowner's agent or lessee has given permission to hunt. For additional information regarding landowner liability in Maryland read Bulletin EB357 (Recreational Access and Landowner Liability in Maryland) at the Maryland Cooperative Extension's website (http://extension.umd.edu/publications/PDFs/EB357.pdf).

Controlling Hunter Use of Private Property

Posting property boundaries in a conspicuous manner makes it illegal to trespass or for any person to enter without the land-owner's permission. Maryland law allows the use of blue paint stripes, as well as signs, to indicate private property boundaries. Vertical paint marks at least 2 inches in width and 8 inches in length must be centered at least 3 feet, but no more than 6 feet, from the ground or water surface. The paint must be oil-based and bright blue.

Reporting Violations

While hunting on private property, watch for trespassers and game law violations. If you see a violation, don't confront the person yourself. Get as much information as possible, write it down and call the Maryland Natural Resources Police at 1-800-628-9944 or 410-260-8888 or the Catch A Poacher Hotline at 1-800-635-6124. Also, report all trespassers to the landowner. The future of hunting rests with ethical, law-abiding hunters. Hunters must police their ranks to minimize hunting law violations. Remember that every hunter pays for the improper actions of a few.

Interference with Hunters

Section 10-422(b) of the Natural Resources Article, Annotated Code of Maryland—"Interference with Hunters:"

Prohibited Acts—While on private land that is owned by another person or in a hunting area on land managed by DNR, a person may not: (1) Interfere intentionally with the lawful taking of wildlife by another person; or (2) Harass, drive, or disturb any game animal intentionally for the purpose of disrupting a lawful hunt.

Proper Disposal of Game Carcasses

The Wildlife and Heritage Service reminds hunters that State and local ordinances limit how game carcasses and other animal remains may be disposed of. Most hunters dispose of game carcasses properly, but some resort to dumping carcasses, bones or hides by the side of the road or in a public spot.

State law prohibits the dumping of dead wildlife or remnants on roadways, rights-of-way or on private property without the landowner's consent. Doing so is considered "littering." If apprehended, an offender may be charged with a misdemeanor and face fines up to one year in jail and \$12,500.

In some counties and municipalities, a portion of the local landfill is designated to safely receive such animal byproducts. In other areas, game carcasses should be buried to a depth of at least two feet and thoroughly covered by earth or stone.

Anyone who witnesses illegal dumping of wildlife parts should note the time, date and place of the activity. If possible, get a physical description of the people involved and a vehicle license number. This information can be given to the Natural Resources Police via a toll-free call at 1-800-635-6124. All callers will remain anonymous and may receive a cash reward.

DOG TRAINING

The owner of a hunting dog may run or train his/her dog on pheasant, quail, rabbit, ruffed grouse, woodcock, or any imported species at any time of the year (including Sundays) if the owner or another person attends the dog. The attendant may not carry firearms of any kind except a starter's pistol and/or handgun with blanks while training dogs. Each attendant must possess a valid hunting license. The attendant may not kill any wild-life except during open season for the appropriate game species.

See chart on page 27, Furbearers, for the Raccoon and Opossum Chasing—No Kill season dates for training coon hounds. Unarmed fox chasing is legal all year, including Sunday, and does not require a hunting license. However, an individual or group Furbearer Permit is required to participate in unarmed fox chasing. See page 26 (Furbearer Regulations). Individuals should check with the Area Manager for area specific regulations prior to participating in fox chasing on state owned or controlled lands.

Dog Training With Call Back Pens

A person may possess and recall pen-reared quail or chukar partridge for the purpose of training dogs with the use of call back pens if they first obtain a Game Husbandry Permit/License*. The trainer, or anyone assisting in the training, shall possess a valid hunting license while training. A person may not use a call back pen on state owned or controlled lands.

Retriever Training

A person must obtain a \$5 Retriever Training Permit to release and shoot or retrieve captive-raised mallard ducks, quail, chukar partridge, and pheasant for the purpose of dog training. The permittee, or anyone assisting in the training by shooting a firearm loaded with shotshell ammunition, shall possess a valid hunting license or Hunter Safety Certificate while training. If live birds are held for more than 72 hours, a Game Husbandry Permit/License* is also required.

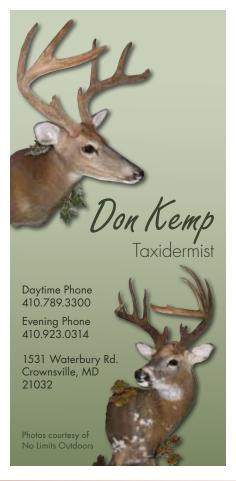
Requirements, regulations, and application procedures for a Retriever

Training Permit may be accessed online at www.dnr.maryland.gov/wildlife/licenses/retpermit.asp. Retriever training permits can be obtained from any DNR Sport License Agent or by phone, mail, or online through the DNR Licensing and Registration Service (see pages 9, Licensing & Registration Service Centers and 17, Purchasing Your Maryland Hunting Licenses or Stamps).

Field Trials

Permits for conducting sanctioned field trials or hunt tests during closed seasons on both private and public lands must be obtained from DNR Regional Wildlife & Heritage Service Offices. See page 8 for offices. Permit requests for state owned or controlled lands must be received at least 6 weeks, but not more than 6 months, in advance of the proposed field trial.

*For permit applications and information contact: Permits Coordinator, DNR Wildlife & Heritage Service, Tawes State Office Building E-1, 580 Taylor Ave., Annapolis, MD 21401, 410-260-8540.







Visit the Maryland Outfitters and Guides Association website:

mdoga.org

SAFETY TIPS

CROSSBOW SAFETY TIPS

- Maximum effective range is 40 yards.
- Know exactly where the arrow will hit before you pull the trigger (practice, practice, practice).
- Never walk or climb a tree with a crossbow cocked and loaded with an arrow.
- Always use manufacturer recommended arrow weights.
- Practice with the same type broadhead you plan to hunt with.
- Keep your fingers and thumb down on the crossbow forearm out of the path of travel for the string and cables.
- Always identify your target and background before you shoot.
- Never shoot if there is a doubt about the shot.
- Never shoot if the animal is alert and excited.
- Carry a field point tipped arrow in your quiver to uncock the crossbow at the end of the hunt by shooting this arrow into soft ground.

TREE STAND SAFETY TIPS

The tree stand is one of the most popular pieces of hunting equipment. Using tree stands can be dangerous if they are used incorrectly or carelessly. Tree stand accidents are the leading cause of hunter injuries in Maryland. Nationally, including Maryland, over 50% of all hunting accidents are tree stand related. Most tree stand accidents occur in transition from a climbing device to the tree stand and from the tree stand onto the climbing device. Other injuries occur when the tree stand fails (usually home made stands) or from incorrect installation of a manufactured stand.

Please follow these safety tips. Your life or livelihood may depend on it.

- Always read, understand and practice the manufacturer's recommendations before using any climbing equipment or tree stand.
- Check permanent tree stands every year before hunting from them. Replace any worn or weak lumber.
- Check your equipment before and during the season for loose, broken or worn parts.
- Use updated equipment. Newer tree stand equipment is solid, safe and secure.
- Always practice installing a hang-on tree stand at ground level before attempting an elevated installation.
- Always use a fall restraint system while climbing a tree.
- Use a **full body safety harness** as part of your fall restraint system. Never use a waist belt or rope as a substitute for a **full body safety harness** while in a tree stand.
- Only climb healthy trees.
- Use your climbing device or tree stand for support; branches may give way under your weight.
- Use three points of contact with the tree or climbing device for a secure hold.
- Climb higher than your stand and step down onto it. Climbing up into the stand can dislodge it causing a fall.
- Wear boots with non-skid soles. Steps or platforms may be slippery in rain, sleet, or snow.
- Never carry anything while you are climbing. Use a haul line
 to get hunting devices and other equipment into and out of
 your stand. Make sure guns and crossbows are unloaded and
 broadheads are covered prior to raising or lowering firearms,
 crossbows, or bows with a haul line.
- As a precautionary measure, clear the ground of debris below your stand and climbing device.

- If you are sleepy, climb down from your stand and hunt from the ground.
- Leave a hunting plan with a responsible adult. Include specifically where you will hunt and when you will return. Draw a map to better explain your location. If no one is available for you to tell, leave this information at your camp or in your vehicle for rescuers to find.
- Carry a survival pack with you that you keep on your person.
 This should include a whistle, cell phone, flashlight, and a basic first aid kit.
- Never hunt from a tree stand without using a full body safety harness.
- More information and an online course on treestand safety is available at www.tmastands.com.

FIREARMS SAFETY TIPS

- Treat every gun as if it were loaded. Watch the muzzle! Prepare to control the direction of the muzzle even if you stumble.
- Be sure the barrel and action are clear of obstructions and that you have only ammunition of the proper size for the gun you are carrying.
- Be sure of your target and what is beyond it before you pull the trigger; know identifying features of the game you hunt.
- Unload guns when not in use. Take down or have actions open. Guns should be carried in cases to the shooting area.
- Never point a gun at anything you don't want to shoot or kill.
 Do not play with a firearm.
- Never climb a tree or jump a ditch with a loaded gun. Never pull the gun toward you by the muzzle.
- Never shoot a bullet at flat, hard surfaces or water.
- Store guns and ammunition separately, beyond the reach of children and careless adults. Use trigger locks.
- Avoid alcoholic beverages and medications that cause drowsiness before or during use of a firearm.

BOATING SAFETY TIPS

Capsizing and falling overboard into cold water are major hazards for hunters. During the majority of the hunting seasons, Maryland waters are cold enough to pose a serious hypothermia threat. Nationwide, 70 percent of all boating fatalities are the result of drowning. Almost 90 percent of the victims were not wearing Personal Flotation Devices (PFDs). As a responsible hunter, you need to be aware of the dangers and follow a few simple rules to make your hunt on the water a safer and more enjoyable experience. These rules are:

- Leave a float plan with someone at home, describing where you are going, who you are with and when you expect to return.
- Transport firearms to the boat unloaded, cased, muzzle first, with the action open.
- Always wear an approved and properly fitted Personal Flotation Device when in a boat.
- Carry a throwable flotation device in case someone falls overboard.
- Stow visual distress signals on board.
- Know the weather forecast for the area. High winds can be dangerous. Cancel trip if water conditions aren't safe. Keep an AM radio handy for the latest updates.
- Never overload your boat. Load gear low in the boat and distribute the weight evenly.

- Always stay seated when shooting from Potomac River Regulations and Safety an open boat.
- Never anchor from the stern.
- At the first sign of a storm, head for shore.
- If an accident occurs, STAY WITH THE BOAT and use distress signals.
- If wearing chest waders, use a belt to keep them from filling up with water.
- Unless the clothing is creating a hazard, do not remove extra clothing. It can help prevent hypothermia.
- To retain body heat, pull your knees to your chest and keep your elbows to your sides.
- When overboard without a PFD:
 - » Trapping air in chest waders by bending your knees and raising your feet then lying back in the water can help you stay afloat.
 - An oar under the knees and another behind the back and shoulders can be used to keep you floating.
 - » Trapping air in hip boots by bending your knees and lying on your back can help you remain afloat.
 - Decoys stuffed inside your jacket will provide buoyancy.

All accidents cannot be prevented, but by following these few simple rules, you can greatly improve your chances of survival should an accident occur.

PFD Requirements for Children

All children under the age of 13 must WEAR a United States Coast Guard approved life jacket (Type I, II, III or V) while underway on a recreational vessel under 21 feet in length on Maryland waters. Recreational vessels include: motorboats, sailboats, canoes, kayaks, rowboats, and any other device capable of being used for transportation on the water, when the vessel is being used for other than commercial purposes. The life jacket must be the proper size for the child and must be in serviceable condition. Also, a child under the age of 4 or a person weighing less than 50 pounds must wear a life jacket that features additional safety precautions, as appropriate for an infant, toddler, or young child, so as to: Hold the child securely within the life jacket, including a strap that is secured between the child's legs to fasten together the front and back of the life jacket; Maintain the buoyancy of the child, including an inflatable headrest or high collar; and Ensure the ready accessibility of the child from the water, including a web handle. This does not apply to a vessel that is moored or anchored or a child who is below deck or in an enclosed cabin.

- A person aboard a vessel, raft or tube must WEAR a U.S. Coast Guard Approved Type I, II, III or V personal flotation device at all times while underway on the upper Potomac River (up-river from the Little Falls Dam) and its tributaries during the period beginning at 12:01am each November 15 and ending at 12 midnight each succeeding May 15. From May 15 through November 15 all persons aboard a vessel are required to have a Type I, II, III, or V personal flotation device on board and readily available. In addition to the above PFD requirement, a Type IV throwable device is required on all vessels 16 feet and longer.
- Remember: the river currents are strong and unpredictable, especially after heavy
- Wading should not be attempted when the river levels are higher than normal.

RESPONSIBLE HUNTERS

- Learn and practice safe hunting techniques.
- Hunt fairly.
- · Know the capabilities and limitations of their hunting devices and use them safely.
- Obey and support all wildlife laws and report all violations.
- Respect the land and landowner and always obtain written permission before hunting.
- Avoid knowingly interfering with another hunter and respect the right of others to lawfully share the outdoors.
- Value the hunting experience and appreciate the beauty of the animal.
- Are sure of their target and what is beyond it before shooting.
- Share responsible hunting with others and work for the future of hunting in Maryland.
- Cover their game during transport. Transporting game in an acceptable manner is one way to maintain public support for hunting.
- Dispose of carcasses appropriately.



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FURBEARERS

DNR promotes sustainable and compatible uses of the furbearer resource. Hunting and trapping seasons and bag limits are established based on furbearer biology, distribution and abundance of each species, public interests and needs and the incidence of furbearer damage complaints. The following species are managed as "furbearers" in Maryland: beaver, bobcat, coyote, fisher, gray fox, long-tailed weasel, mink, muskrat, nutria, opossum, raccoon, red fox, river otter, and skunk.

New in 2010

- The trapping season closure date for raccoons and opossums now coincides with the closure dates for beavers statewide. This provides extra trapping days for those two species in that portion of the state west of the Chesapeake Bay and the Susquehanna River.
- Crossbows may now be used to hunt coyotes, fishers, gray foxes, nutria, opossums, raccoons, red foxes and skunks during the open seasons for these furbearers.

Licensing and Permit Requirements

A Regular Hunting License, Junior Hunting License, any senior hunting license or Nonresident Hunting License is required to hunt or trap furbearers.

With certain exceptions, a person must obtain or be authorized by a Furbearer Permit to hunt, chase, or trap any furbearer (beaver, coyote, fisher, gray fox, long-tailed weasel, mink, muskrat, opossum, raccoon, red fox, river otter, and skunk), including the unarmed chasing of fox and raccoons. See pages 16–18 for descriptions, prices, exceptions to, and availability of licenses, stamps, and permits.

Trapper Education Requirement

Any person who traps or attempts to trap furbearers (beaver, coyote, fisher, gray fox, long-tailed weasel, mink, muskrat, opossum, raccoon, red fox, river otter, and skunk) under the authority of a Furbearer Permit must first obtain a certificate of trapper education from the Department (or a designee of the Department), except that the certificate is not required if the person held a Furbearer Permit prior to August 1, 2007. However, all trappers are encouraged to participate in a trapper education course. Trapper education courses are being held statewide. Any similar certificate issued by another state is acceptable as complying with the educational requirements if the privileges are reciprocal for Maryland residents. Please contact the Maryland Natural Resources Police, Safety Education Division, 305 Marine Academy Drive, Suite 1, Stevensville, MD 21666, 410-643-8502; or visit the DNR website at www.dnr.maryland.gov for information about Trapper Education Courses.

Rabies Precaution

Rabies has been diagnosed, primarily in raccoons, in all Maryland counties. For up-to-date information, contact your local Health

Porcupines Are Protected

Porcupines are a protected species in Maryland. They are listed as a "Species in Need of Conservation" under the authority of the state's Nongame and Endangered Species Conservation Act. It is ILLEGAL to shoot or kill any porcupine in Maryland.

Department. Trappers and raccoon hunters should consult their physicians for advice on pre-exposure rabies vaccine. Please use care when handling any animal.

General Furbearer Regulations

- License and permit requirements: A Maryland resident must possess a valid hunting license to hunt or trap on another person's property, including public lands. Nonresident hunters must possess a valid Nonresident Hunting License. Nonresident trappers are required to have both a Nonresident Hunting License and a Nonresident Trapping License. Resident and nonresident license holders must also possess a Furbearer Permit. Nonresident Trapping Licenses can be obtained from any DNR Sport License Agent or a DNR Licensing and Registration Service Center.
- It is unlawful to hunt, trap or shoot at wildlife within 150 yards of an occupied structure or camp without permission of the owner or occupant.
- Harvesting the following species by any means other than trapping is prohibited: beaver, long-tailed weasel, mink, muskrat, and river otter. Nonresidents are not permitted to harvest beaver or river otter.
- Destroying or disturbing furbearer dens is prohibited.
- A permit is required to possess the meat or skinned carcass of a furbearer for more than 10 days after the season has closed.
 Permits can be obtained from the Maryland Natural Resources Police (NRP). See page 8 for NRP offices.
- The pelt or unskinned carcasses of all fisher and otter harvested in Maryland must be tagged within 15 days after the season has closed. Fisher and otter pelt tags may be obtained by contacting local offices of either the DNR Wildlife & Heritage Service or NRP. See pages 8–9 for offices.
- The pelts or unskinned carcasses of furbearers harvested in Maryland, and then transported across the state line must have a "Fur Shipping Tag" accompanying them. These tags are available by contacting local offices of either the DNR Wildlife & Heritage Service or NRP. See pages 8–9 for offices.
- On those lands owned or controlled by DNR in Caroline, Dorchester, Somerset, Talbot, Wicomico, and Worcester counties only leaseholders or their appointees can hunt or trap furbearers and nutria between November 15 and March 15.
- Fox Restrictions: Some counties have local restrictions governing fox hunting and trapping, and the possession of foxes and/or their pelts. For detailed information, contact local law enforcement authorities.

The following restrictions apply:

- » In Charles and Dorchester counties, a person may hunt, trap or possess the pelt of a fox any time of the year.
- » It is unlawful to kill a fox being pursued by dogs in the following counties: Cecil, Harford, Kent, St. Mary's and Wicomico.

Furbearer Hunting and Chasing Regulations

• Firearm, bow and/or crossbow hunting of coyote, fisher, gray fox, nutria, opossum, raccoon, red fox, and skunk is permitted (see County Fox Restrictions in previous section for exceptions). Any individual that hunts these species must possess a valid Furbearer Permit. Shooting of all other furbearer species is prohibited. Refer to pages 20–21 for information on the use

- of firearms, bows, and crossbows for hunting furbearers.
- · Unarmed fox chasing is not included in the statutory definition of hunting. However, it is subject to DNR regulations. Individuals participating in the unarmed chasing of fox must possess an Individual Furbearer Permit or be a part of an organized group that possess a Group Furbearer Permit. Additional permits may also be required to chase foxes on certain public lands. All activities on DNR owned and managed properties are subject to DNR public land regulations. With the exception of unarmed fox chasing, fox hunting with the aid of dogs is prohibited during the deer firearms season.
- With the exception of nutria, hunting furbearers on Sunday is prohibited (also see Trapping Regulations on the following section).
- Legal hunting hours for opossums and raccoons are from sunset to sunrise except Sundays. Raccoons that are destroying muskrats and/or their dens may be hunted any time of the year by owners of the affected marshlands or their employees.
- The use of artificial light and/or dogs is permitted while hunting coyotes, foxes, opossums, or raccoons on foot. Coyotes, foxes, opossums, and raccoons can be hunted with the aid of electronic calling devices. Daytime and nighttime hunting for foxes is permitted during the legal harvest season for foxes except Sundays. Coyotes can be hunted at night during the period specified in the furbearers seasons and bag limits chart. At all other times of the year, coyotes may only be hunted during the legal daylight shooting hours.

Furbearer Trapping Regulations

Advisory: It is unlawful to tamper with and remove the catch from any legally set trap.

- Written permission is required to trap on another person's property, including publicly owned properties.
- Setting or maintaining any foothold, body-gripping or snare trap within 150 yards of a permanent human residence is prohibited with the following exceptions:
 - » On state, federal or private wetlands.
 - » On lands that qualify for agricultural assessment, timberlands and lands used for reforestation.

2010/11 FURBEARERS GAME SEASONS & LIMITS				
SPECIES	OPEN SEASON	LOCATION	BAG LIMIT	POSSESSION LIMIT
BEAVER Closed to Nonresidents	Dec. 15–Mar. 15	All counties	No limit	No limit
BOBCAT	CLOSED SEASON	_	_	_
СОУОТЕ		ounted in all counties year-round during daylight ore sunrise to ½ hr. after sunset) except Sunday.	No limit	No limit
Firearms, Bow & Crossbow	Oct. 15-Mar. 15	Coyotes may be hunted in all counties day and night except Sundays.	No limit	No limit
СОУОТЕ	Nov. 15–Jan. 31	In that portion of the state east of the Chesapeake Bay and the Susquehanna River.	No limit	No limit
Trapping	Nov. 1–Jan. 19	In that portion of the state west of the Chesapeake Bay and the Susquehanna River.	No limit	No limit
FISHER	Nov. 1–Jan. 19	All counties	2 per day	2 per season
FOX (RED &	Aug. 1–July 31	Charles & Dorchester counties	No limit	No limit
GRAÝ) Trapping,	Nov. 15–Jan. 31	In that portion of the state east of the Chesapeake Bay and the Susquehanna River except Dorchester County.	No limit	No limit
Firearms, Bow & Crossbow	Nov. 1–Jan. 19	In that portion of the state west of the Chesapeake Bay and the Susquehanna River except Dorchester County.	No limit	No limit
MUSKRAT & MINK	Nov. 15–Feb. 15	Allegany, Carroll, Frederick, Garrett, Howard & Washington counties	No limit	No limit
	Jan. 1–Mar. 15	Anne Arundel, Calvert, Caroline, Charles, Dorchester, Montgomery, Prince George's, St. Mary's, Talbot & Wicomico counties	No limit	No limit
	Dec. 15–Mar. 15	Baltimore, Cecil, Harford, Kent, Queen Anne's, Somerset & Worcester counties	No limit	No limit
NUTRIA	Aug. 1– July 31	All counties	No limit	No limit
OTTED	CLOSED SEASON	Allegany & Garret counties	_	_
OTTER Closed to Nonresidents	Dec. 15–Mar. 15	All counties except Allegany, Carroll, Frederick, Garrett, Howard, Montgomery & Washington	10 per day	10 per season
	Dec. 15–Mar. 15	Carroll, Frederick, Howard, Montgomery & Washington counties	2 per day	2 per season
RACCOON & OPOSSUM Chasing—NO KILL	Aug. 1–Oct. 14 Mar. 16–July 30	All counties	_	_
RACCOON & OPOSSUM Firearms, Bow, Crossbow & Dog	Oct. 15– Mar. 15	All counties	No limit	No limit
RACCOON & OPOSSUM	Nov. 15–Mar. 15	In that portion of the state east of the Chesapeake Bay and the Susquehanna River.	No limit	No limit
Trapping	Nov. 1–Mar. 15	In that portion of the state west of the Chesapeake Bay and the Susquehanna River.	No limit	No limit
SKUNK & LONG-	Nov. 15–Jan. 31	In that portion of the state east of the Chesapeake Bay and the Susquehanna River.	No limit	No limit
TAILED WEASEL	Nov. 1–Jan. 19	In that portion of the state west of the Chesapeake Bay and the Susquehanna River.	No limit	No limit

Please Report River Otter Sightings in Allegany and Garrett Counties

The Department of Natural Resources would like your help verifying the distribution of river otters in Allegany and Garrett counties. If you have seen a river otter in Allegany County or Garrett County, please call us at (301) 334-4255 to report your sighting. You will be asked to provide the general location of the sighting, the type of sighting (e.g. roadkill, sighting of a live animal, etc.), the date of the sighting, and any other comments you consider relevant. Your assistance with the management of this valuable species is greatly appreciated.

(continued on page 28)

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- » Body-gripping traps with a diameter of less than 6 inches that are set completely submerged in water.
- » Except in Harford and Howard Counties, owners and lessees of privately-owned land.
- » In Harford and Howard Counties, landowners and lessees of privately-owned land may set or maintain the above described traps on their property as long as they are not within 150 yards of another person's permanent residence.
- All individuals trapping furbearers must possess a Furbearer Permit unless exempted from the requirement (see page 17, Permits and Other Licenses).
- Traps must be checked once per calendar day except those traps that are set in water or tidal marshes which must be checked once per 36 hours.
- In tidal areas, landowners and their agents or lessees have exclusive rights to muskrats and other furbearers above the mean low water line.
- Any furbearer taken during the legal trapping season FOR THAT SPECIES may be released
 on site, but may not be transported from the point of capture unless it has been killed.
 Animals caught during the closed season for a species must be released on site.
- Legal trapping devices include: box traps, snares, foothold traps and body-gripping traps. Legal use of these devices is subject to compliance with the following restrictions and conditions:

1. Foothold (Leghold) Traps

- The use of toothed or serrated jawed traps is prohibited. All traps must possess smooth jaws.
- Traps set above the waterline must not exceed a maximum jaw spread of 5¾ inches. Traps set below the waterline and completely submerged cannot exceed a maximum jaw spread of 7¾ inches.
 - » Jaw spread means the distance between the inside of both jaws, when measured across the trap jaws on a line perpendicular to a line drawn through the jaw pivot points when the trap is in the set position.
- In Anne Arundel, Baltimore, Howard, Montgomery and Prince George's counties traps cannot be set to capture furbearers unless completely submerged in water subject to the following exceptions:
- » Traps can be set above the waterline on farmland by the owner(s) of the property, members of owner(s) immediate family that reside on the property and the landowner(s) agent, tenant or lessee.
- » Traps can be set above the waterline in response to wildlife control concerns by authorized agents of the DNR, and according to guidelines established by DNR.

Snare Traps

• It is illegal to use, sell, possess, set, place or maintain a snare trap in Anne Arundel, Baltimore, Carroll, Cecil, Harford, Montgomery and Prince George's counties.

3. Body-Gripping Traps

- Body-gripping traps with a diameter of greater than 8 inches can be set when partially or totally submerged in water.
- Body-gripping traps with a diameter of 8 inches or less can be set above ground in tidal wetlands, flooded non-tidal wetlands, fresh water marshes, wooded swamps, bogs in areas where water covers the surface of the soil, or in areas where the soil is waterlogged to the surface. In all other areas these traps may be set when partially or totally submerged in water.

Please Report Bobcat Sightings

The Department of Natural Resources would like your help verifying the distribution of bobcats in Maryland. If you have seen a bobcat, please call (301) 334-4255 to report your sighting. You will be asked to provide the general location including the county of the sighting, the type of sighting (e.g. road kill, sighting of a live animal, etc.), the date of the sighting, and any other comments you consider relevant. Your assistance with the management of this elusive furbearer is greatly appreciated.



Forest game species that can be hunted are black bear, eastern fox squirrel, gray squirrel, red squirrel, ruffed grouse, and wild turkey. These species occupy forested habitats across Maryland, from early successional forest land to mature forest land.

New in 2010

- The hunting hours have been extended until sunset for the last two weeks of the spring turkey season and on the wild turkey Junior Hunt day for the entire state.
- The new separate bag limits for the fall and spring turkey seasons are: one either-sex bird in the fall season and two bearded birds in the spring season.
- Shot size restrictions for turkey hunting have been changed.
 Shot sizes #4 or smaller are now permitted.
- Crossbows may be used to hunt forest game during the open season for these species.
- Turkey hunting will be permitted on Sunday, May 1, 2011 in Allegany and Garrett counties only.

Hunting Hours

One half hour before sunrise to one half hour after sunset except Spring Bearded Turkey Season.

Spring Bearded Turkey Season

- April 18 through May 9: one half hour before sunrise to noon
- Junior Hunt Day and May 10 through May 23: one half hour before sunrise to sunset.

Licensing Requirements

A Regular Hunting License, Junior Hunting License, Senior Hunting License or Nonresident Hunting License is required to hunt forest game. Additional permit requirements for black bear are listed on page 30. See pages 16–18 for descriptions, prices, and availability of licenses, stamps, and permits.

Legal Hunting Devices for Forest Game

For information on legal hunting devices for use during Forest Game Seasons, refer to pages 20–21, Firearms, Bow, and Falconry Regulations. For information on legal hunting devices for black bear see page 30.

WILD TURKEY HUNTING

It is illegal to bait for spring and fall turkey hunting, use recorded or electronically amplified calls, or use motorized or electronic

Releasing Pen-Raised Turkeys

DNR frequently receives inquiries from landowners expressing an interest in releasing "game-farm" or "pen-raised" turkeys on their property. This practice is illegal with the exception of certain RSAs and could be detrimental to our wild turkey population. Turkeys raised in captivity are deprived of normal parental influences and social interactions needed for survival in the wild. They rarely survive very long once released. More important is the risk of diseases being introduced to our wild turkey populations. Numerous diseases could be spread to wild birds including several extremely deadly diseases currently found only in captive flocks. Please don't engage in this activity and advise others not to release turkeys under any circumstances!

turkey decoys. An area is considered by law to be baited for 10 days after removal of the bait. Dogs and organized drives may not be used for hunting turkeys in the spring.

Fall turkey hunters are permitted to use rifles, handguns, shotguns (loaded with #4 shot or smaller or a solid, single projectile), crossbows, and vertical bows. Spring turkey hunters are permitted to use shotguns loaded with #4 shot or smaller, crossbows and vertical bows.

Turkey Tagging and Checking Requirements

- Before moving a harvested turkey from the place of kill, a hunter must:
- » Fill out a Field Tag and attach it to the turkey's leg, AND
- » Fill out a Big Game Harvest Record block.
- » Then, the hunter has 24 hours to check in their game using the Internet check-in website (http://www.gamecheck.dnr.state.md.us) or the Maryland Big Game Registration Phone Line (1-888-800-0121) and a confirmation number will be issued.
- The Confirmation Number must be recorded on the Big Game Harvest Record.

The complete instructions for deer and turkey tagging and checking are found on page 38.

TURKEY HUNTING SAFETY TIPS

Follow these suggestions to ensure a safe turkey hunting experience:

- Fluorescent orange is not required for hunting turkeys.
 However, turkey hunters are strongly encouraged to use the following guidelines while turkey hunting.
 - » Hunters should wear a cap of solid fluorescent orange at all times while moving.
 - » Once at your calling location, tie a fluorescent orange ribbon on a nearby tree to make your presence known to other hunters. Instead of using a ribbon, you can also hang your orange cap on a nearby tree.
 - » Successful hunters should tie an orange ribbon around the neck of the turkey when carrying it out of the woods or completely conceal the turkey in a game bag.
- Positively identify your target. The primary cause of turkey hunting accidents is hunters not identifying their target.
 Be positive it is a legal turkey and be sure the path to the bird and beyond is clear before taking the safety off and pulling the trigger.
- Never stalk a turkey or turkey sound. Calling the turkey to you is the most rewarding and safe way to hunt turkeys. Always assume turkey sounds are another hunter until you can be certain it is a turkey. Assume other hunters are in the area even if you are hunting on private land.
- Never wear red, white, blue, or black. Red, white, and blue are colors of a gobbler's head. All turkeys have black bodies.
- Shout "stop" to alert approaching hunters. Never move, wave, or make turkey sounds if you see or hear approaching hunters.
- Use decoys with caution. Always carry decoys completely concealed or with an orange ribbon on them. Wear orange while setting up decoys and extra care must be taken when inflating inflatable decoys. Carefully consider your decoy set-up to minimize the risk of putting yourself in the line of fire of someone that mistakes your decoy as a live turkey.

FOREST GAME

BEAR HUNTING

DNR's objective for the 2010 bear hunting season is to continue hunting bears in an effort to slow the growth of Maryland's black bear population in western Maryland.

Hunting Hours

One half hour before sunrise to one half hour after sunset.

Licensing and Permit Requirements

In addition to the appropriate regular Maryland hunting license, a 2010 Maryland Bear Hunting Permit is required. Landowners will not be required to possess a regular hunting license if they hunt only on their own property, but they will need to apply for and possess a Bear Hunting Permit before they can hunt bears on their property.

Application Process for the 2010 Maryland Bear Hunting Permit

- Bear Hunting Permits will be made available through a random drawing process. Applications for the Bear Hunting Permits will be accepted online from August 2–September 1, 2010 (24/7) at: http://blackbear.dnr.state.md.us. Telephone applications will be accepted from August 23–August 27, 2010 by calling 1-888-579-6768 between the hours of 9am–5:30pm.
- To apply, each applicant must pay a \$15 nonrefundable application fee and may only enter once. Applicants must possess a valid Hunter Safety Certificate or have held a hunting license prior to July 1, 1977 or hunted on private property prior to July 1, 1977 to apply. The drawing will be held on September 2, 2010 and all successful applicants will be notified shortly thereafter.
- In 2007 DNR implemented a Preference Point System for bear hunting permit applicants. Preference points provide additional entries in future drawings. Applicants receive one additional entry in the random drawing for each year they have been a concurrent applicant.
 - » Applicants must apply each year to retain preference points. If an applicant skips a year, all preference points will be forfeited.
 - » Once an applicant is selected to receive a bear hunting permit in the random drawing, all preference points will be forfeited.
 - » If an applicant is selected in the random drawing, but forfeits the permit, all preference points will be forfeited.
 - » Applicants will not forfeit preference points by participating in the hunt as a Subpermittee or Landowner Subpermittee.
- DNR will issue a limited number of Bear Hunting Permits this season that will be valid anywhere in the designated bear hunting area. Each successful applicant may designate 1 sub-permittee who will be allowed to participate in every aspect of the hunt. If hunting on private land, the permittee may designate the landowner as an additional 'landowner' subpermittee who will be restricted to hunting on his/her own land. Only 1 black bear may be harvested by a permittee/subpermittee hunting team.

Legal Hunting Devices

Only those hunting devices that are legal for deer hunting are legal for bear hunting. See Firearms, Bow & Falconry Regulations, pages 20-21.

Bear Tagging and Checking Requirements

 All successful hunters are required to tag and check their bear as follows:

- A hunter killing a black bear shall attach the black bear field tag to the carcass of the black bear before removing the carcass from the place of the kill.
- All black bears must be field dressed at the kill site. Proof of sex shall remain attached to the bear carcass.
- A black bear may be quartered or separated into pieces to facilitate retrieval. However, the head and hide shall remain attached to each other and proof of sex shall remain attached to one hindquarter.
- A hunter killing a black bear must report to an official designated black bear checking station with the entire carcass of the black bear by 8pm of the day of kill. Once the hunter takes the bear to a checking station, the tag previously attached on the carcass will be exchanged for an official black bear possession tag provided by the Wildlife and Heritage Service (WHS) and securely attached to the carcass.
- If a hunter kills a bear and cannot reach a designated black bear checking station by 8pm of the day of kill, the hunter must contact the WHS at 301-334-4255 by 8pm on the day of the kill to report the kill. The hunter shall then have 24 hours to report with the black bear carcass to a designated black bear checking station.
- All successful black bear hunters shall forfeit any biological data or specimens that WHS considers necessary to properly manage this species.

Fluorescent Orange

All bear hunters and anyone assisting a bear hunter are required to wear fluorescent orange as noted on page 22.

Subpermittee

A subpermittee may hunt black bears only when the permittee is hunting black bears. Landowner subpermittee permits are valid only on the landowner's property. Landowner subpermittees cannot hunt their property without the permittee being present on the landowner's property at the time of the hunt.

Contact Between Hunters

A permittee and any subpermittee shall maintain visual contact with one another while hunting black bears. The use of audio enhancement devices such as radios or cell phones are not considered visual contact.

Hunter Assistance

A person that assists with the removal of a dead bear or escorts hunters into or out of a bear hunting area is not required to possess a Bear Hunting Permit. However, they must be unarmed and wear fluorescent orange.

Bears in Dens

Hunters may not chase or disturb any bear that has taken refuge in a den.

Use of Dogs

- The use of dogs for hunting black bears is prohibited, except under the following circumstances:
- If a hunter has killed, wounded, or injured a black bear, they may use a dog and dog handler, to recover the bear.
- Only the bear hunter may carry a firearm, bow, or crossbow of any description while tracking a bear.
- The hunter may kill a wounded or injured black bear only if done

in accordance with the laws, regulations, or other conditions for black bear hunting. The black bear shall count toward the bag limit or quota of the hunter who first killed, wounded, or injured the black bear.

- Before tracking a black bear with a dog, the hunter shall notify, by telephone, the Natural Resources Police (1-800-628-9944). The hunter shall provide information as to:
 - » Where the bear was killed, wounded, or injured;
 - » The name, address, telephone number, and hunting license number of the hunter and dog handler;
 - » The general location of the dead, wounded, or injured bear; and
 - » The name of the landowner where the search will be conducted.
 - » The dog handler shall maintain physical control of the leashed tracking dog at all times while conducting the search.
 - » The hunter shall obtain permission of the landowner or land manager before tracking a black bear with dogs.

Baiting/Attracting Bears

The use of any bait, scent attractants or electronic calls is prohibited for black bear hunting.

Sale of Bear Parts

Hunters may not sell parts of any bear that has been killed in Maryland.

Bear Hunting Season Closure

The WHS will determine a harvest quota prior to the Black Bear Hunting Season. Once the harvest quota is reached, WHS will close the season. After the season closure, it will be illegal for any person who possesses a Bear Hunting Permit to further hunt bears.

All bear hunters must call WHS after 9:00pm of each day to determine if the bear hunt quota has been met and the bear hunt has been cancelled for the remainder of the season. WHS will cancel the hunt once the harvest objective has been reached. WHS will provide a recorded message that will alert hunters of the status of the bearhunting season once the daily harvest has been determined.

Pre-Hunt Meeting

Only those successful applicants who have never attended a pre-hunt meeting are required to attend one in 2010. Pre-hunt meeting attendance is optional for those successful applicants who have attended in the past. The date, time, and location of the pre-hunt meeting will be mailed to successful applicants with their permit package.

FOREST GAME SEASONS & LIMITS					
SPECIES	OPEN SEASON	LOCATION	DAILY BAG LIMIT	SEASON BAG LIMIT	
BLACK BEAR	Oct. 25–Oct. 30 Permit Required	Allegany & Garrett counties	1 per day with no more than 1 per permitted bear hunting team	1 per season with no more than 1 per permitted bear hunting team	
WILD TURKEY Fall season: either sex	Oct. 30-Nov. 6	Allegany, Garrett, & Washington counties	1	1	
WILD TURKEY Spring season: Junior Hunt*	April 16	All counties	1 bearded turkey	2 bearded turkevs	
WILD TURKEY Spring season	April 18–May 23	All coullies	i bearded turkey	2 bearded turkeys	

^{*} Junior Hunt for hunters age 16 or younger only. Junior hunter must be accompanied by a licensed (or exempt from license requirement) unarmed adult age 21 or older.

HUNTING HOURS FOR WILD TURKEY SPRING SEASON

April 18—May 9: one half hour before sunrise to noon; Junior Hunt Day & May 10–23: one half hour before sunrise to sunset

• In Allegany and Garrett Counties on public and private lands, turkey hunting is open on May 1, 2011.

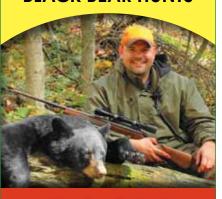
SPECIES	OPEN SEASON LOCATION		DAILY BAG LIMIT	POSSESSION LIMIT
RUFFED GROUSE	Oct. 2–Jan. 31	All counties	2 par day	4
RUFFED GROUSE (falconry)	Oct. 2-Mar. 31	All counties	2 per day	
DELMARVA FOX SQUIRREL	CLOSED SEASON			_
SQUIRREL Gray and eastern fox	Sept. 4–Feb. 28			12
SQUIRREL Gray and eastern fox (falconry)	Sept. 4–Mar. 31	All counties	6 per day	
SQUIRREL red or piney	Sept. 4–Feb. 28	All counties	No limit	No limit
SQUIRREL red or piney (falconry)	Sept. 4–Mar. 31	All counties		

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If you plan to hunt grouse in Maryland, please consider participating in the DNR Grouse Cooperator Survey. Cooperators will only be asked to record the date, county, and

number of birds flushed and bagged for each hunt. This survey only takes a few minutes to complete but will give us valuable data that help us to better manage ruffed grouse in Maryland.

Please contact Bob Long, Upland Game Bird Biologist, at 410-221-8838 (ext. 106) or blong@dnr.state.md.us to sign up or for more information.

MIGRATORY GAME BIRDS

Hunting for migratory game birds (coot, dove, rails, snipe, waterfowl, and woodcock) is regulated by the federal government under the authority of the Migratory Bird Treaty Act. Each year, the U.S. Fish and Wildlife Service (USFWS) establishes hunting season guidelines for migratory game birds after reviewing data on population trends, reproductive success, and harvests. Guidelines include maximum number of hunting days, maximum bag limit, and the earliest and latest dates the season can start and end. States are allowed to select season dates and bag limits from within these guidelines. State selections can be more restrictive than the federal guidelines. Guidelines for late seasons, such as regular duck and goose seasons, are available in August and become final in early September. Comments are sought from the public on the proposed waterfowl seasons in public information meetings that are held in late August. Early Migratory Game Bird Seasons (for example, dove and resident Canada geese) are listed on page 33. Season dates and bag limits listed here are conditional on USFWS approval in late August.

New in 2010

- Laws passed by the General Assembly during the 2010 session increased waterfowl hunting opportunity in the Offshore Waterfowl Hunting Zone. Waters in Tangier Sound, Fishing Bay, and Pocomoke Sound have been added to the Offshore Waterfowl Hunting Zone. The distance hunters must remain from shore while hunting in the Offshore Waterfowl Hunting Zone in St. Mary's County was decreased to 400 yards. For maps and specific regulations, see the Guide to Offshore Waterfowl Hunting at www.dnr.maryland.gov/wildlife.
- Crossbows may be used to hunt migratory game birds except waterfowl.

Hunting Hours

Hunting hours are one half hour before sunrise to sunset, except for (1) mourning dove during the first season segment, when shooting hours are from noon to sunset; (2) teal during the September teal season, when shooting hours are from sunrise to sunset; and (3) resident Canada geese during the September seasons and light geese (snow and Ross's geese) during the Conservation Order Season, when shooting hours are from one-half hour before sunrise to onehalf hour after sunset.

Licensing and Stamp Requirements

A Regular Hunting License, Junior Hunting License, any Senior Hunting License, or a Nonresident (full term or short term) Hunting License is required to hunt migratory game birds in Maryland. All migratory game bird hunters, including those who are exempt from the hunting license requirement, must purchase a Maryland Migratory Game Bird Stamp. In addition, all waterfowl and coot hunters over the age of 15, including those who are exempt from the hunting license requirement, must purchase a Federal Migratory Bird Hunting and Conservation Stamp. See pages 16-18 for other requirements, descriptions, prices, and availability of licenses, stamps, and permits.

Unlawful Methods

Migratory game birds may not be taken with traps, snares, nets, rifles, pistols, swivel guns, fish hooks, poisons, drugs, explosives

(continued on page 34)



MIGRATORY GAME BIRDS



EARLY RESIDENT CANADA GOOSE SEASONS & BAG LIMITS				
SPECIES	OPEN SEASON	LOCATION	BAG LIMIT	POSSESSION LIMIT
EARLY RESIDENT GOOSE SEASON Eastern Zone	Sept. 1– Sept. 15	Calvert, Caroline, Cecil, Dorchester, Harford, Kent, Queen Anne's, St. Mary's, Somerset, Talbot, Wicomico & Worcester counties; and that part of Anne Arundel County east of Interstate 895, Interstate 97 and Route 3; that part of Prince George's County east of Route 3 and Route 301; and that part of Charles County east of Route 301 to the Virginia State line.	8 per day	16
EARLY RESIDENT GOOSE SEASON Western Zone	Sept. 1– Sept. 25	Allegany, Baltimore, Carroll, Frederick, Garrett, Howard, Montgomery & Washington counties; and that part of Anne Arundel County west of Interstate 895, Interstate 97 and Route 3; that part of Prince George's County west of Route 3 and Route 301; and that part of Charles County west of Route 301 to the Virginia State line.	8 per day	16

Special Hunting Methods for Resident Canada Geese During September Seasons Only: Shotguns capable of holding more than three shells may be used to take Resident Canada Geese. Shooting hours for Resident Canada geese are from one-half hour before sunrise to one-half hour after sunset.

Please Report Bird Bands

Bands recovered and reported by hunters provide valuable information about survival, migration, harvest rates, and distribution for a wide variety of migratory game birds.

To report band numbers from all types of birds (except pigeons), go on-line at www.pwrc.usgs.gov/bbl. The information needed is: the

band number, hunter's name and address, and date and location (nearest town) of harvest. You can also report bands by calling 1-800-327-BAND (2263). You will receive a certificate of appreciation and information about the bird you reported. The band is yours to keep!





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MIGRATORY GAME BIRDS

or stupefying substances. Migratory game birds may not be taken with a shotgun capable of holding more than 3 shells (except resident Canada geese during the September season and light geese when prescribed in annual hunting regulations) unless it is plugged with a one piece filler which is incapable of removal without disassembling the shotgun. Shotguns larger than 10 gauge may not be used to hunt migratory game birds. Waterfowl may not be hunted with a crossbow.

Nontoxic Shot and Unlawful Shot

Non-toxic shot is required for hunting waterfowl, coots, rails, and snipe. Hunters may not use or possess nontoxic shot larger than size number T (0.20 inches in diameter). Hunters may not use or possess shotshells loaded with a material other than steel, bismuth, tungsten-iron, tungsten-polymer, tungstenmatrix, or other shot determined by the U.S. Fish and Wildlife Service to be non-toxic (see www.fws.gov/migratorybirds/issues/nontoxic_shot/nontoxic.htm). Hunters may not use or possess shotgun slugs, sabots, or pumpkin balls while hunting waterfowl, coots, rails, and snipe.

Daily Bag Limit

You may take, in any one day, only the bag limit prescribed for each species.

Field Possession Limit

You may possess no more than one daily bag limit while in the field or returning from the field to your vehicle, hunting camp, or home.

Possession Limit

The maximum number of migratory game birds of a single species or combination of species permitted to be possessed by any one person.

Wanton Waste

No person shall kill or cripple any migratory game bird without making a reasonable effort to retrieve the bird, and retain it in his/her actual custody.

Possession of Live Birds

Wounded birds reduced to possession shall immediately be killed and included in your daily bag limit.

Dressing

The head or one fully-feathered wing must remain attached to all birds while being transported from the field to home or a processor. It is unlawful to completely field dress or breast-out any migratory game bird (except dove) before transporting the birds from the field.

Tagging

If you are giving, putting or leaving migratory game birds at any place or in the possession of another person, you must tag each bird with the following information: (a) hunter's signature, (b) hunter's address, (c) total number and species of birds killed, and (d) dates the birds were killed. Tagging is required even if someone else is transporting the bird for you or the bird has been left for cleaning, storage (including temporary storage), shipment or taxidermy services.



MIGRATORY GAME BIRDS

Shipment

Tagged migratory game birds may not be shipped unless the package is marked on the outside with the following information: (a) name and address of the person sending the bird, (b) name and address of the person to whom the bird is being sent, and (c) number of birds, by species, contained in the package.

It is Unlawful To:

- Hunt migratory game birds with the aid of bait (placing feed such as corn, wheat, salt or other feed that constitutes a lure or enticement). An area is considered by law to be baited for 10 days after removal of the bait. It is not necessary for you to know that an area is baited to be in violation. Doves may not be hunted over any area that has been seeded by broadcasting, unless the seed has either germinated, been plowed or disced under or removed. Hunting is permitted only after 10 days following the complete removal of all grain or other feed. However, doves may be hunted in areas where seed-producing plants such as corn, sunflowers, wheat, and other small grains are manipulated (mowed, knocked down, burned) to attract doves for hunting purposes. In this instance, the 10-day rule does not apply.
- Sell taxidermy-mounted waterfowl for use as decoys.
- Possess either a rifle or pistol at any time while hunting waterfowl and coots.
- Use common reed (Phragmites australis) in any manner for the construction of hunting blinds on lands owned or controlled by DNR.

- Construct, or cause to be constructed, permanent hunting blinds or tree stands, and to leave waterfowl decoys set overnight on lands owned or controlled by DNR, except with written permission from DNR.
- Hunt migratory game birds after sunset except resident Canada geese during the September seasons and light geese during the Conservation Order Season, when shooting hours are from one-half hour before sunrise to one-half hour after sunset.
- Hunt wild migratory game birds on Sunday.
- Hunt any animal other than deer on the opening day of Deer Firearms Season except sea ducks in the Sea Duck Zone.
- Hunt from a sink box (low floating device with depression that conceals the hunter beneath the surface of the water).
- Hunt from or with the aid or use of a car or any other motor-driven land conveyance or any aircraft.
- Hunt from or by means of any motorboat or sailboat unless the motor has been completely shut off and /or the sail furled and the boat's progress has ceased.
- Use recordings of migratory game bird calls and sounds or electronically amplified imitations of bird calls except while hunting light geese when regulations allow the use of electronic calls.
- Drive, rally or chase birds with any motorized conveyance or any sailboat to put the birds in the range of hunters.
- Use or have the aid of live decoys. Waterfowl hunting is not permitted on areas within which captive waterfowl are

or have been confined in a closed structure and constitute a visible lure. All live, tame or captive ducks and geese must be removed for a period of 10 consecutive days prior to hunting. They must be confined in an enclosure that substantially reduces the audibility of their calls and totally conceals such birds from the sight of wild migratory waterfowl.

Offshore Duck Blind Laws

For current laws and regulations visit the DNR website at *dnr.maryland.gov/wildlife/Licenses/offshore.asp*.

Sea Duck and Offshore Waterfowl Hunting Zones

Obtain maps and descriptions of Sea Duck and Offshore Waterfowl Hunting Zones from DNR Wildlife & Heritage Service Offices listed on pages 8–9 or visit our website at dnr.maryland.gov/wildlife/Licenses/offshore.asp. Nonresidents must be accompanied by a Maryland resident while hunting in designated waters.

(continued on page 36)



^{*} Close ranges of less than 35 yards.

Note: Small shot (#6) excellent for swatter loads for finishing cripples. Pattern testing is as important for the waterfowl hunter as sighting in is for the deer hunter and should be done at the distance typical of your hunting conditions.



MIGRATORY GAME BIRDS

Releasing Captive-Raised Mallards

Captive-raised mallard ducks may not be released to the wild except under the authority of a Regulated Shooting Area Permit, Retriever Training Permit, or a Field Trial Permit issued by DNR. See below for information on Regulated Shooting Areas. See page 23 (Dog Training) for information on Retriever Training and Field Trial Permits.

Regulated Shooting Area Requirements

A Regulated Shooting Area (RSA) is a tract of land on which the licensee may release and shoot captive-raised mallard ducks and other game birds. Requirements, regulations and application forms to apply for a Regulated Shooting Area Permit may be viewed online at www.dnr.maryland.gov/wildlife/Licenses/rsapermit.asp.

Those persons hunting free-flying, captive-raised mallard ducks or wild waterfowl on a state-licensed RSA need to possess a Maryland hunting license, the printed receipt from the purchase of a Maryland Migratory Game Bird Stamp, and a Federal Migratory Bird Hunting and Conservation Stamp (if over the age of 15). Those persons shooting only flighted (tower-released) mallard ducks on a state-licensed RSA need to possess either a RSA hunting license (see page 17) or a Maryland hunting license and the printed receipt from the purchase of a Maryland Migratory Game Bird Stamp.

At all times during possession, transportation, and storage until the raw carcasses are finally processed immediately prior to cooking, smoking, or canning, the toe-clipped foot of captive-raised mallard ducks taken on RSAs must remain attached to each carcass; except that, the RSA permittee may remove the toe-clipped foot of captive-raised mallard ducks when the number of the RSA permit has first been legibly stamped in ink on the back of each carcass or breast and on the container in which the carcass or breast is stored. When properly marked, such carcasses and breasts may be given to, or acquired from, any person and possessed and transported in any number at any time or place.

Hunting License Reciprocity for Light Geese

Hunters possessing a resident Delaware hunting license may hunt light geese in Maryland without purchasing a Maryland hunting license. However, they must possess a Snow Goose Conservation Order Hunting Season Permit when hunting light geese in Maryland during the Light Goose Conservation Order Season. This permit can be obtained from any Maryland DNR Sport License Agent, online at www.dnr.maryland.gov, or by phone at 1-800-918-2870. All those hunting light geese in Maryland must possess a printed receipt as evidence of the purchase of a 2010–2011 Maryland Migratory Game Bird Stamp. A federal duck stamp is not require to hunt light geese during the Conservation Order Season. Hunters are required to keep license and permit receipts in their possession while hunting light geese during the Conservation Order Season.

Persons possessing a valid Maryland resident hunting license may hunt light geese in Delaware without purchasing a Delaware hunting license. Contact the Delaware Division of Fish and Wildlife (302-739-5297 or www.dnrec.state.de.us) for specific requirements.

HARVEST INFORMATION PROGRAM (HIP) Requirement for Hunting All Migratory Game Birds

HIP is issued in conjunction with the Maryland Migratory Game Bird Stamp. All persons (including landowners and other persons entitled to hunt without a license) must be "HIP Certified" and have the printed receipt showing certification in their possession while hunting migratory game birds (dove, coots, rails, snipe, waterfowl, and woodcock). HIP is a national, cooperative state and federal program to improve the information collected regarding the harvest of migratory game birds. All HIP certified hunters will become part of a pool of hunters from which samples for federal harvest surveys will be drawn.

When you purchase your Maryland Migratory Game Bird Stamp, you will be asked a few questions about your hunting success during the last season. You will be asked:

- Do you plan to hunt brant this coming hunting season?
- About how many of these migratory birds did you bag last season? Ducks, geese, doves, woodcock?
- Which of these types of migratory birds did you hunt last season? Sea ducks [long-tailed duck (old squaw) and scoters], coots, snipe and rails?

Please be sure that the sport license agent asks these HIP questions. Responses to these questions improve survey efficiency and the quality of harvest information used to manage migratory game birds. If you were not asked these questions or if you have additional questions regarding HIP, please contact the Wildlife & Heritage Service at 410-260-8540.

AVIAN INFLUENZA (BIRD FLU) Avian Influenza Basics

Avian influenza is typically a bird disease. Wild birds are a natural reservoir for avian influenza viruses, most of which do not present a threat to either the wild birds or to humans. Occasionally, a strain of avian influenza will mutate into what is known as a highly pathogenic variety (HPAI). HPAI specifically means the virus kills 75 percent or more of domestic chickens inoculated with the virus. In even rarer instances, an avian influenza virus can mutate and affect humans.

About H5N1 Strain

The highly pathogenic H5N1 avian influenza (HPAI H5N1) is primarily a bird disease that is transmitted from bird to bird through contact with infected bird secretions, feces (bird manure), and contaminated water or food. HPAI H5N1 has infected humans who have had frequent contact with infected sick or dead birds, almost exclusively poultry.

The HPAI H5N1 virus that has caused high mortality in poultry in other countries has been identified in Asia, Africa, India, and Europe, but as of June 2010, it has not been found in North America. The HPAI H5N1 virus could enter North America by several means, possibly including through the migration of wild birds. In conjunction with other states and federal agencies, Maryland Department of Natural Resources personnel are currently monitoring for this and other diseases that could affect Maryland.

Frequently Asked Questions about Avian Influenza

Q: Can humans catch AI from wild birds?

A: As of February, 2010, one report of potential transmission of HPAI H5N1 from wild bird to human has been made. In this case, infection from wild swans being de-feathered in Azerbaijan was the most likely source of the human infection.

MIGRATORY GAME BIRDS

Q: How could HPAI H5N1 enter North America?

A: HPAI H5N1 is most likely to enter through the movement of infected poultry, illegal importation of contaminated birds or bird products, or migratory waterfowl and shorebirds.

Q: Should waterfowl and upland game bird hunters be concerned about HPAI H5N1?

A: Because HPAI H5N1 has not arrived in North America, hunters do not need to be overly concerned at the present time about AI, but all hunters are encouraged to stay informed and educated on this issue. Hunters should practice good hygiene in the field when handling any wild bird or mammal. Good hygiene, proper preparation and cooking procedures will prevent infection from a variety of germs and viruses like AI.

Q: Are other game birds susceptible to HPAI H5N1?

A: Indications are that upland game birds are susceptible. Hunters should practice proper hygiene with all hunting activities to prevent exposure to this and other diseases that occur naturally in Maryland.

Q: How can I protect myself from potential bird diseases while hunting?

A: The following suggestions are precautions that hunters should follow normally when hunting:

- Do not handle birds that are obviously sick or birds found dead.
- Keep your game birds cool, clean, and dry.
- Place birds in washable container for transport (ice chest, etc., that can be sanitized).
- Wash hands before eating, smoking, drinking (use hand sanitizer in hunting blinds).
- When cleaning game, use cleanable work space, properly dispose of feathers and entrails, and use disposable gloves.
- Wash your hands with soap and water or alcohol wipes after dressing birds.
- Clean all tools and surfaces immediately afterward; use hot soapy water, then disinfect with a 10% chlorine bleach solution (1/4 cup bleach to 1 gallon water) or use Lysol® concentrated disinfectant.
- Cook game meat thoroughly (165°F) to kill potential disease organisms.
- Clean clothes, boots, back of truck, bird prep station well.
- Use proper sanitary practices in the kitchen when handling raw meat (wash hands, counters and cookware thoroughly).

Q: Are hunting dogs at risk of getting HPAI H5N1?

A: Dogs used for wild game bird hunting in North America are not currently considered at risk of acquiring HPAI H5N1. Dogs in Southeast Asia exposed to avian influenza have developed antibodies. They do not seem to become ill. To be safe, hunters should minimize contact with dog saliva and feces. Wash hands frequently and avoid letting the dog lick hands or faces.

Q: What is being done to detect HPAI H5N1 in wild birds?

A: Since 2005, Maryland DNR has been conducting surveillance of HPAI H5N1. Monitoring efforts will continue in 2010. This effort will assist in the national efforts to detect HPAI H5N1 in wild bird populations.

Q: Who do I call if I find a dead bird?

A: For domestic birds: Maryland Department of Agriculture at 800-491-1899. For sick or dead wild birds: USDA Wildlife Services at 877-463-6497.

More information about Avian Influenza is available at the following websites.

- The official U.S. Government Web Site on Pandemic Flu and Avian Influenza http://pandemicflu.gov/
- U.S. Fish and Wildlife Service www.fws.gov/migratorybirds/CurrentBirdIssues/Hazards/AvianFlu/ WBAvianFlu.htm
- USDA Avian Influenza
 www.usda.gov/wps/portal/
 usdahome?navtype=SU&navid=AVIAN_INFLUENZA
- WHO Avian Influenza Frequently Asked Questions http://www.who.int/csr/disease/avian_influenza/avian_faqs/en/index.html#poultry
- Centers for Disease Control & Prevention www.cdc.gov/flu/avian/index.htm
- What Hunters Should Know About Avian Influenza (Bird Flu) www.dnr.state.md.us/wildlife/Hunt_Trap/gamebird/AV_Hunters.asp
- Avian Influenza & Wildlife-Questions and Answers www.dnr.state.md.us/wildlife/Hunt_Trap/gamebird/AV_QA.asp
- Avian Influenza: Are Hunting Dogs at Risk of Getting Bird Flu? www.dnr.state.md.us/wildlife/Hunt_Trap/gamebird/ AV_HuntingDogs.asp
- Everything You Wanted to Know About Avian Influenza www.dnr.maryland.gov/dnrnews/infocus/ everything_about_AI.html



- 46% greater weight carrying capacity Fitted with sump guard protecting the
- transmission
 Both front & rear wheels are 10"
- Engine is covered to protect against debris
- Soft ergonomic handle bar grips

HONDA





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TAGGING & CHECKING

DEER & TURKEY TAGGING and CHECKING INSTRUCTIONS

Before moving each deer or turkey from the place of kill, the hunter must:

1. Complete the Maryland Deer and Turkey Field Tag (example below) in ink and attach it to the animal. The Field Tag must be attached to the head of the deer or leg of the turkey. These tags are available in this 2010–2011 Guide to Hunting & Trapping in Maryland or a tag with the appropriate information can be made by the hunter.

Field Tag- Attach permanently to head of deer or leg of turkey.

Date: 11/27/10 County: Frederick

Hunter's Name: John Q. Hunter

Hunter's License #: 012 345 678 910

Fill Out Big Game Harvest Record

- 2. Fill out a block on the Maryland Big Game Harvest Record (example at right) in ink. Record the species, date, county, sex, and weapon class (Confirmation Number will be provided later). The Big Game Harvest Record is included on the Hunting License.
- 3. After completing Steps 1 and 2, the deer or turkey can legally be moved from the place of kill.
- Hunters then have until 24 hours after the kill is field tagged to check in their game using the Internet check-in site www.gamecheck.dnr.state.md.us or calling the Maryland Big Game Registration Phone Line 1-888-800-0121 to complete the check-in process. TTY users, call through the Maryland Relay. For ease of use, deaf and hard of hearing hunters are encouraged to use the Internet check-in site.
- Important: At the end of the Internet or telephone check-in, a Confirmation Number will be issued which must be recorded in the Confirmation Number space on the Big Game Harvest Record.
- A hunter may not remove the head or hide or any part from any deer (except internal organs), or cut the meat into parts, until the deer has been checked in and the confirmation number recorded on the Big Game Harvest Record.
- Each deer and turkey harvested must be checked via the Internet or telephone and each will have its own Confirmation Number that must be recorded on the Big Game Harvest Record. It is possible to receive the same Confirmation Number

- for multiple animals. Please do not recheck a deer or turkey you have already checked. If you have a question or need to retrieve a Confirmation Number, call your local Wildlife & Heritage Service office.
- Hunters will be required to furnish the Confirmation Number to taxidermists and or processors/butchers before they can leave their deer or turkey. Hunters should also complete a Butcher/ Taxidermy Tag (example below) to give to the Butcher/Taxidermist for their record keeping. These tags are provided in this 2010–2011 Guide to Hunting & Trapping in Maryland or one can be made by the hunter. For deer, the Field Tag must remain on the head and should not be removed at the butcher shop. Hunters who plan to have their deer mounted should attach the tag to the antler and not through a hole cut in the ear.

Butcher/ Taxidermy Tag- Complete for Processor or Taxidermist
Hunter's Name: John Q. Hunter
Address: 9876 Igotem Road
Big Deér, MD 21678
License # 012 345 678 910 Phone #: 301-123-4567
Confirmation #: 987654321000 County: Frederick

- The completed Big Game Harvest Record with associated Confirmation Numbers serves as the hunter's possession tag and must remain in the hunter's possession. If the hunter harvests more than 8 animals (combination of deer and turkeys), he/she can obtain another Big Game Harvest Record free-of-charge from a Maryland Sport License agent.
- In cases where the hunter is not required to have a Hunting License, the hunter must complete the tagging procedure. Field Tags can be made by using other paper and providing the information as described above or by using the Field Tags provided in the Guide to Hunting & Trapping In Maryland. Hunters not required to have a license will record the last four digits of their Social Security number followed by their zip code in the hunting license number section. **Hunters** not required to have a license must obtain a Maryland Big Game Harvest Record from a Maryland Sport License agent at no charge.



DOE HARVEST CHALLENGE

Over \$7,000 in prize packages available 6 CHANCES TO WIN!

By simply donating your harvested doe to a participating FHFH processor in Southern Maryland or the Mid-Shore and filling out a brief entry card, not only will you help provide quality protein to local food banks and help reduce agricultural crop losses, but you will be eligible for prize packages valued at around \$500 and a grand prize drawing of over \$1,000 in value!!

Look for participating FHFH processors in Anne Arundel, Charles, Calvert, St. Mary's and Prince George's Counties in Southern Maryland and also Caroline, Talbot, Dorchester and Queen Anne's Counties on the Mid-Shore.

Sponsored by the Maryland Grain Producers Utilization Board, the Maryland Farm Bureau, Inc. and Farmers & Hunters Feeding the Hungry.

For more details contact Kurt Fuchs at 410-922-3426 or via email at kurtf.mdfb@verizon.net.





TAGGING & CHECKING

0	DEER (press 1)		TURKEY	(press 2)	
2	VOUR HUNTING LICENSE NU LICENSE EXEMPT HUNTERS LAST FOUR DIGITS OF SOCIAL SECURITY NU	(only for those		without a lice FIVE DIGITS YOUR ZIP CO	OF
3	MONTH	DAY	Apr Ma		July: 07 August: 08 September: 09 October: 10 November: 11 December: 12
4		Allegany: 01 De Arundel: 02 Baltimore: 03 Calvert: 04 Caroline: 05 Carroll: 06 Cecil: 07 Charles: 08	Dorcheste Frederic Garre Harfo Howa	er: 09 ck: 10 ett: 11 rd: 12 rd: 13 int: 14 ry: 15	Queen Anne's: 17 St. Mary's: 18 Somerset: 19 Talbot: 20 Washington: 21 Wicomico: 22 Worcester: 23
6	PRIVATE LAND CODE NUMB (Locality in which game wa on pages 50–54 for these of PRIVATE LAND CODE	s harvested. Se	e maps of cour		
6	DEER WHITETAIL (press 1) SIKA (press 2) BUTTON BUCK (press 1) FEMALE DEER (press 2) ANTLERED DEER (press 3) NUMBER OF POINTS RIFLE (press 1) SHOTGUN (press 2) MUZZLELOADER (press 3) VERTICAL BOW (press 4) CROSSBOW (press 5) HANDGUN (press 6)		ress 1) (press 3) ress 4) RTHAN 6" HAN 6" (press 2) HAN ½" (press 1)	CROSSBOW HANDGUN BEARD LON (press 1) NO BEARD 0 (press 2) SPURS GRE (press 1)	(press 1) ss 2) ADER (press 3) 30W (press 4) V (press 5)
7	CONFIRMATION NUMBER: _ The confirmation number n	 nust be recorde	d in ink on your	r Big Game F	

Use this form to make your deer or turkey check-in easier.

Before using the internet check-in or calling the telephone check-in line, record the information here that you will need to check your deer or turkey. Copies can be made for additional game.

Each deer or turkey you harvest must be checked-in using the:

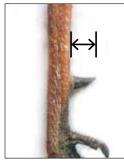
- Internet check-in at: www.gamecheck.dnr.state.md.us, or the
- Maryland Big Game Registration Phone Line: 1-888-800-0121 (TTY users, call through the Maryland Relay. For ease of use, deaf and hard of hearing hunters are encouraged to use the Internet check-in site.)

Definitions

- Antlered white-tailed deer: a white-tailed deer with 2 or more points to one antler, or a white-tailed deer with one antler 3 or more inches long, measuring from the top of the skull in a living deer.
- Antlered sika deer: a sika deer with at least one antler visible above the hair line.
- **Button buck:** a male deer with antlers that do not protrude through the hairline.

Turkey Measurements

• **Spurs**: measure from the leg to the tip of the spur.



• **Beard**: measure from the skin to the tip of the beard.



Confirmation Number

The confirmation number must be recorded in ink on your Big Game Harvest Record. The Big Game Harvest Record comes attached to your hunting license. It serves as your official possession tag when correctly filled out in ink (including Confirmation Number) for each deer and turkey that you harvest. The Harvest Record must remain in your possession as proof you registered your harvest with DNR.

UPLAND GAME

Upland game species include bobwhite quail, cottontail rabbit, crows, and ringnecked pheasant.

New in 2010

- On public land owned or managed by the DNR, the quail season has been shortened to end on January 15 and the bag limit has been reduced from six to three quail per day. No changes were made for private lands.
- Crossbows may now be used to hunt all upland game during the open season for these species.

Hunting Hours

One half hour before sunrise to one half hour after sunset.

Licensing Requirements

A Regular Hunting License, Junior Hunting License, Senior Hunting License or Nonresident Hunting License is required to hunt upland game. See pages 16–18 for descriptions, prices, and availability of licenses, stamps, and permits.

Legal Hunting Devices

For information on legal firearms and archery equipment for hunting upland game, refer to Firearms, Bow, and Falconry Regulations (pages 20–21).

Other Regulations

- The head, plumage and feet shall remain attached to all pheasants to permit identification of species and sex while being transported from the place where killed to the place of final disposition. This does not pertain to pen-reared pheasants taken on Regulated Shooting Areas.
- The use of decoys, calls and/or recordings for hunting crows is allowed. Hunters must wear fluorescent orange when hunting upland game except crows. See page 22 for more information on fluorescent orange.



	UPLAND GAME SEASONS & BAG LIMITS					
SPECIES	OPEN SEASON	LOCATION	BAG LIMIT	POSSESSION LIMIT		
CROW	Aug. 15–Mar. 15 Wed.–Sat. Only	All counties	No limit	No limit		
EASTERN COTTONTAIL RABBIT	TONTAIL Nov. 6–Feb. 28 All counties		4 per day	8		
EASTERN COTTONTAIL RABBIT Falconry	Nov. 6– Mar. 31	All counties	4 per day	8		
PHEASANT Male only	Nov. 6-Dec. 31	All counties	1 per day	2		
PHEASANT Falconry, both sexes	Nov. 6–Mar. 31	All counties	1 per day	2		
	CLOSED SEASON	Allegany & Garrett counties	_	_		
	Nov. 6–Jan. 15	Lands owned or managed by DNR excluding Allegany & Garrett counties.				
QUAIL	Nov. 6–Feb. 15	Private lands east of I-83 from PA south to I-695 to I-95 south to VA	6 per day, no more than 3 per day on lands owned or	12 in all counties and zones		
	Nov. 6–Jan. 15	Private lands west of I-83 from PA south to I-695 to I-95 south to VA, excluding Allegany & Garrett counties.	managed by DNR	combined		
QUAIL Falconry	Nov. 6–Mar. 31	All counties	4 per day	8		
SHOWSHOE HARE	CLOSED SEASON	_	_	_		

Upland Wildlife Habitat Fund

The UPLAND
WILDLIFE HABITAT
FUND was created
by legislation to help
restore Maryland's
declining upland
wildlife population.
Donations made to



the fund will be used only for the purpose of restoring upland wildlife habitat. Contributions to the fund can be made at any location selling Maryland hunting and fishing licenses. All donations qualify as charitable deductions for income tax purposes. Individuals and corporations may also contribute to the fund by check or money order made payable to the:

Upland Wildlife Habitat Fund Maryland DNR— Wildlife & Heritage Service Upland Wildlife Habitat Fund 580 Taylor Avenue Tawes State Office Bldg., E-1 Annapolis, MD 21401



DNR's long-term goals for deer are to ensure the present and future well-being of deer and their habitat; maintain deer populations at levels necessary to ensure compatibility with human land uses and natural communities; encourage and promote the recreational use and enjoyment of the deer resource; inform and educate Maryland citizens about deer biology, management options and the impacts that deer have on landscapes and people. Both native white-tailed deer and exotic sika deer populations are managed through hunting.

New in 2010

- Allegany, Calvert, Charles, Garrett, St. Mary's, and Talbot counties have added additional Sunday hunting dates on private lands.
- Crossbows can now be used statewide by all hunters during the entire archery season.
- The Region A boundary has been moved east to Clear Spring.
- The sika deer bag limit has been changed to 2 deer, of which only 1 can be antlered, this change permits a hunter to take 2 antlerless sika deer per season.
- Sika deer can now be hunted during the antlerless-only October muzzleloader season and during the 2-day January firearms season.
- The safety zone in Frederick County has been reduced from 150 yards to 50 yards for archery hunting on private land.

Hunting Hours

One half hour before sunrise to one half hour after sunset.

Licensing and Stamp Requirements

A Regular Hunting License, Junior Hunting License, any senior hunting license or Nonresident Hunting License is required to hunt deer with a firearm. In addition to a hunting license, bow deer hunters must purchase a Bow Stamp and muzzleloader deer hunters must purchase a Muzzleloader Stamp. Bow deer hunters must purchase a Muzzleloader Stamp in order to hunt deer with a bow during muzzleloader season. Hunters entitled to hunt without a license do not need to purchase Bow, Muzzleloader, or Bonus Antlered Deer Stamps. Hunters with a Senior Lifetime Consolidated License do not need to purchase Bow or Muzzleloader Stamps but must purchase Bonus Antlered Deer Stamps to take bonus antlered deer. Hunters not required to have a license must obtain a Maryland Big Game Harvest Record from a Maryland Sport License agent at no charge. See pages 16–18 for descriptions, prices and availability of licenses, stamps, and permits.

Bonus Antlered Deer Stamps

A Bonus Antlered Deer Stamp is required by all license holders to take a second antlered deer in Region B during a given season (bow, muzzleloader, or firearms). For example, a deer hunter must purchase a Bonus Antlered Deer Stamp before attempting to take a second antlered deer with a firearm in Region B. An individual who purchases a Bonus Antlered Deer Stamp but does not use it during a particular season may use that stamp during any subsequent season (muzzleloader, firearms, or bow season) in that hunting license year. Bonus Stamps are not required to take antlerless deer. Region B hunters are reminded that two antlerless deer must be taken (in a given season) before a second antlered deer can be taken during that season.

(continued on page 42)



Daily Limit

In all counties, there is no restriction that applies to the number of deer that may be taken per day within the season bag limits unless otherwise specified.

Legal Hunting Devices

See Firearms, Bow & Falconry Regulations, pages 20–21.

Electronic Deer Calls

Recorded or electrically amplified calls or sounds are prohibited for the purpose of deer hunting. This would include calls or sounds imitating common deer vocalizations or noises such as grunts, snorts, bleats, and antler rattling. Non-electronic deer calls are permitted for deer hunting.

Deer Tagging and Checking Requirements

- Before moving a harvested deer a hunter must:
 - » Fill out a Field Tag and attach it to the deer's head AND
 - » Fill out a Big Game Harvest Record block.
 - » Then, the hunter has 24 hours to check in their game using the Internet check-in website (http://www.gamecheck.dnr.state.md.us) or the Maryland Big Game Registration Phone Line (1-888-800-0121) and a confirmation number will be issued.
- The Confirmation Number must be recorded on the Big Game Harvest Record.

The complete instructions for deer and turkey tagging and checking are found on pages 38–39.

Dogs

Dogs cannot be used to hunt deer except trained tracking dogs may be used to find dead, wounded or injured deer. The dog handler must maintain physical control of the tracking dog at all times and only the hunter and dog handler may carry a firearm or bow while tracking the deer. Prior to tracking the deer, the hunter must notify by telephone the Natural Resources Police. See page 8 for NRP offices. The hunter may dispatch the deer only during legal shooting hours and by means legal for the current hunting season.

Deer in Water

Deer may not be hunted while they are swimming or taking refuge in water.

Fallow Deer

Fallow deer may be taken in place of white-tailed deer during each of the seasons. Fallow deer have escaped from captivity and are found in a few isolated areas in Maryland.

Sika Deer

Sika deer season dates are the same as white-tailed deer season. Sika deer bag limits are independent of the white-tailed deer bag limits. Sika deer may be hunted only in Caroline, Dorchester, Somerset, Talbot, Wicomico, and Worcester Counties.

Baiting Deer

Baiting deer is legal, except on state-owned or state-controlled properties.

Antlered Deer Definition

An antlered white-tailed deer is a deer with two or more points

to one antler, or a deer with one antler three or more inches long, measuring from the top of the skull as the deer is in life.

An antlered sika deer is a sika deer with at least one antler visible above the hairline.

Deer Seasons & Bag Limits

Maryland has two "Deer Management Regions." See Deer Management Region map on page 45. Independent deer bag limits have been established for each region. The number of deer that a hunter can take in one region will not affect the hunter's bag limit in the other region. Deer seasons and bag limits for each Deer Management Region are located on pages 46–48.

Deer Harvested With a Bow During Muzzleloader or Firearms Season

Deer harvested with a bow during the antlerless-only second split of the early muzzleloader season in Region B must count towards the bow bag limit. Deer harvested with a bow during the first-split either-sex early muzzleloader or late muzzleloader season must count towards the muzzleloader season bag limit. Hunters must have a Muzzleloader Stamp to hunt deer with a bow during the first-split either-sex early muzzleloader or late muzzleloader season. Deer harvested with a bow during the 2-week firearms or 2-day late firearms season must count towards the firearms bag limit.

Chronic Wasting Disease

Chronic wasting disease (CWD) is a naturally occurring disease of the brain and nervous system in deer, elk, and moose (cervids). CWD belongs to the family of transmissible spongiform encephalopathies (TSE) that attacks the brain of cervids, producing small lesions that eventually result in death. Concerns over CWD shouldn't stop you from enjoying the hunting season. CWD has not been found in Maryland and has not been shown to be transmissible to humans. However, hunters field-dressing or butchering deer should take the same precautions as they might to protect against other pathogens or diseases.

The following common-sense precautionary measures are recommended for the safe handling, field-dressing and home processing of venison:

- Avoid shooting or handling a deer that appears sick.
- Wear latex or rubber gloves when field-dressing or butchering
 deer.
- Remove all internal organs.
- Bone the deer (remove the meat from the bones and spinal column)
- Do not use household knives or utensils.
- Avoid cutting through bones or the spinal column (backbone).
- Never eat a deer's brain, eyeballs, spinal cord, spleen, or lymph nodes.
- If you saw off antlers or through a bone, or if you sever the spinal column with a knife, be sure to disinfect these tools prior to using them for the butchering or removal of meat.
- Remove all fat, membranes and connective tissue from the meat. Note that normal field-dressing and trimming of fat from meat will remove lymph nodes.
- Always wash hands and instruments thoroughly after dressing and processing game meat.
- Use a 50/50 solution of household chlorine bleach and water to disinfect tools and work surfaces. Wipe down counters and let them dry; soak knives for one hour.

If you hunt deer, elk, moose or other cervids in other states and/or provinces, particularly those in which CWD has been detected, check with the respective fish and wildlife agencies regarding special regulations or specific advice for hunters. Also check with your home state fish and wildlife agency to ensure that animals lawfully killed elsewhere may be imported and possessed in your state. Additional information can be found at the CWD alliance website www.cwd-info.org/ and the Maryland DNR website www.dnr.maryland.gov.

A person may bring only the following parts of a dead deer, elk, or moose into Maryland from a containment area indicated as positive for chronic wasting disease in free ranging or captive cervids: (1) meat with no part of the spinal column or head attached; (2) meat without backbone; (3) cleaned hide with no head attached; (4) skull plate cleaned of all meat and brain tissue; (5) antlers with no meat or soft tissue attached; (6) upper canine teeth, also known as buglers, whistlers, or ivories; and (7) finished taxidermy mount or tanned hide. The Department will maintain a list of CWD positive states and contact numbers to call to confirm the containment areas in those states that are subject to these restrictions. The list is available on the DNR website (dnr.maryland.gov/wildlife/Hunt_Trap/deer/disease/cwdinformation.asp) or by calling 410-260-8540.

Any person who imports or possesses a cervid carcass or part of a cervid that was tested for chronic wasting disease in another state or province and is notified that the cervid tested positive, must report the test results to the Maryland Department of Natural Resources within 24 hours of receiving such notification—by telephone at 301-842-0332; or by FAX 301-842-1026; or by email to beyler@dnr.state.md.us.

Travelers may pass through Maryland with cervid carcasses, provided that no parts are disposed of or remain in the state.

Western Maryland Hunters and Black Bears

Western Maryland (Garrett, Allegany, Washington, and Frederick counties) is home to a healthy black bear population. Accordingly, hunters may find themselves encountering black bears, especially in and around natural or artificial food sources, such as bait piles. Although black bears are generally shy animals and run when confronted by people, they may try to protect a food source. Black bears are wild animals that should be treated with respect. If approached by a bear while hunting, DNR recommends that you make your presence known to the bear. Make noise, remain upright, and don't run.

For people wishing to carry a form of personal protection, DNR recommends the use of **Bear Pepper Spray** as a safe, legal, and effective bear deterrent. It has a long shelf-life, large volume, and is discharged in an expanding cloud that will reach its target up to 35 feet away. There are a variety of Bear Pepper Sprays on the market and can be purchased at local sporting goods stores or on the Internet. When purchasing Bear Pepper Spray, be sure that the product states that it is for use on bears and has been approved by EPA.



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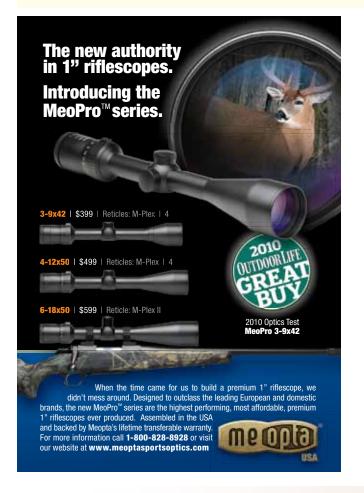
Deer Processors

The Maryland Department of Natural Resources would like to thank the deer processors listed below for their service and cooperation in the Wildlife and Heritage Service's annual collection of information on Maryland's deer. Their efforts help supply the data necessary to manage this popular species. We appreciate their support of the stewardship and management of deer in Maryland.

Allegany B&B Butchering B&B Country Meats	
Anne Arundel	410.050.5020
Austin Meats Harwood Butcher Shop	
	301-646-7163
Ray Hitchcock Taxidermy	
Calvert	
Rowell's Butcher Shop	410-535-0833
Caroline	
Deep Branch Custom Cuts	410-310-1246
Preston Custom Butchering	410-673-7249
Richard Folderauer	
or	410-279-0622
Carroll	
C & L Deer Processing	410-374-6424
Sam's Deer Processing	410-795-4670
Cecil	
Buckland's Deer Processing	443-350-0573
Ron Bennett	410-620-9571
Charles	
Chuck's Butcher Shop	301-283-0743
Rick's Place	

Dorchester	
Bucktown Butcher Shop	410-228-7623
Kramer's Butcher Shop	
The Duck Stop	
Frederick	
Dorsey's Meats	301-845-8314
Knott's Butcher Shop	
Kilotts Butcher Shop	knottsbutchershop.com
Pry Custom Butchering	L
Rob's Deer Shop	
Shuff's Meat Market	201 271 2221
Situits weat market	301-271-2231
Garrett	
Bill Mousch	301-334-3740
EJ's Meat Processing	301-245-4409
Harford	
F.T.S. Taxidermy	
,	410 020 6100
& Deer Processing	410-636-0109
Kent	
Alexander's Deer Processin	ng 410-928-3311
Charlie's Whitetail	O
Custom Cutting	410-928-5326
John's Butcher Shop	410-778-3550
Montgomery	

Queen Anne's Billy Walls
Somerset Jamie Holland 410-968-1536 Oscar Rentschler 410-651-9433
St. Mary's Mike McWilliams
Talbot Tred Avon Bait and Supplies 410-819-8169
Washington Banzhoff Butcher Shop
Wicomico Cut Em Up Deer Processing 410-251-1742 Jim's Custom Cutting
Kent County, Delaware D&J Custom Cutting
Bedford County, Pennsylvania Emerick Meat and Packing 814-842-6779

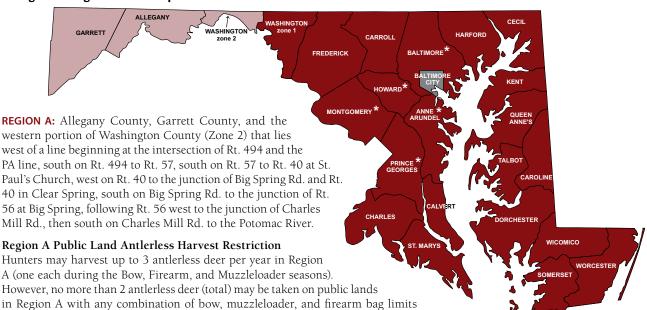




DEER MANAGEMENT REGIONS

Deer Management Regions/Zones Map

excluding the Junior Hunt Season.



- **REGION B:** Anne Arundel*, Baltimore*, Calvert, Caroline, Carroll, Cecil, Charles, Dorchester, Frederick, Harford, Howard*, Kent, Montgomery*, Prince George's*, Queen Anne's, St. Mary's, Somerset, Talbot, Washington (Zone 1: the eastern portion of Washington County that lies east of a line beginning at the intersection of Rt. 494 and the PA line, south on Rt. 494 to Rt. 57, south on Rt. 57 to Rt. 40 at St. Paul's Church, west on Rt. 40 to the junction of Big Spring Rd. and Rt. 40 in Clear Spring, south on Big Spring Rd. to the junction of Rt. 56 at Big Spring, following Rt. 56 west to the junction of Charles Mill Rd., then south on Charles Mill Rd. to the Potomac River), Wicomico and Worcester Counties.
 - * Suburban Deer Archery Zone of Region B: For vertical bow and crossbow hunting only; unlimited antlerless deer may be taken in these counties during the open bow season only.

Maryland Bowhunter Survey Cooperators Needed

We need your help!

Bowhunters are among the most active outdoor enthusiasts in Maryland. The time you spend afield, and the experiences you enjoy are of great value to us. The hunting observations you make day after day and year after year can be used as a powerful tool to effectively track fluctuations in many different wildlife populations (e.g. deer, bear, turkey, small game, and furbearers). Therefore, we are asking you to take the time to become a cooperator and document information

about each of your bow hunts. The data you provide will be added to the data already collected by 300+ other bowhunter cooperators and will make the results even stronger.

If you are interested in becoming a Bowhunter Survey Cooperator, you can download a copy of the Survey at www.dnr.state.md.us/wildlife/Hunt_Trap/bhsurvey.asp or contact Brent Evans at (443) 786-3656 or bevans@dnr.state.md.us. Cooperators will receive an annual survey form to complete during the deer archery season at

bevans@dnr.state.md.us. Cooperators will receive an annual survey form to complete during the deer archery season and an annual report of the results after they are compiled. DNR appreciates your interest and cooperation.





DEER SEASONS & BAG LIMITS

2010-2011 WHITE-TAILED DEER SEASONS & BAG LIMITS

REGION A: Allegany, Garrett & Washington (Zone 2) counties

REGION A DNR PUBLIC LANDS INCLUDE: Billmeyer-Belle Grove WMA, Dan's Mountain WMA, Deep Creek Lake State Park (Designated Areas Only), Green Ridge State Forest, Indian Springs WMA, Mount Nebo WMA, Potomac-Garrett State Forest, Prather's Neck WMA, Rocky Gap State Park (Designated Areas Only), Savage River State Forest, Sideling Hill WMA, Warrior Mountain WMA, Woodmont, Youghiogheny Reservoir CWMA and Youghiogheny Scenic Wild River.

SEASON DESCRIPTION		DATES	TOTAL BAG LIMIT	NOTES
вош	Antiered or Antieriess	Sept. 15–Oct. 20 Oct. 24–Nov. 26 Dec. 13–Dec. 17 Jan. 3–Jan. 31	1 Antlered & 1 Antlerless*	Crossbows are legal for all hunters to use during the Deer Bow Season in Region A. The Deer Bow Season Bag Limit applies to all deer taken with either a vertical bow or crossbow during the Deer Bow Season. Special regulation for November 13: (1) Vertical bow and crossbow hunters must wear fluorescent orange; (2) Any deer taken with a vertical bow or crossbow on this date must count towards the Bow Hunting Season Bag Limits (excluding deer taken by youth during Junior Hunt Season). Sunday deer hunting: Deer Bow Season is open on Sundays October 17, October 24, October 31, November 7 and November 14, 2010 in Region A on private land only.
MUZZLELOADER DNR Public Lands	Antiered Only	Oct. 21–Oct. 23 (only 1 deer may be taken during these dates on either public or private lands)		
DINK PUBLIC Latius	Antlered Only	Dec. 18-Dec. 31		
	Antiered or Antierless	Jan. 1	1 Antlered &	Bowhunters hunting during the Deer Firearms Seasons or Deer Muzzleloader
MUZZLELOADER All Other Lands	Antiered or Antierless	Oct. 21–Oct. 23 (only 1 deer may be taken during these dates on either public or private lands)	1 Antlerless*	Seasons are required to wear fluorescent orange.
All Other Lanus	Antlered Only	Dec. 18-Dec. 29		
	Antiered or Antierless	Dec. 30–Jan. 1		
FIREARMS	Antlered Only	Nov. 27–Dec. 10		Sunday deer hunting: Deer Firearms Season is open on Sunday November 28,
DNR Public Lands	Antiered or Antierless	Dec. 11	1 Antlered &	2010 in Allegany, Garrett and Washington (Zone 2) counties on private land only.
FIREARMS	Antlered Only	Nov. 27–Dec. 9	1 Antlerless*	Bowhunters hunting during the Deer Firearms Seasons or Deer Muzzleloader
All Other Lands	Antiered or Antierless	Dec. 10-Dec. 11		Seasons are required to wear fluorescent orange.

^{*} No more than 2 antlerless deer may be taken on public lands in Region A with any combination of bow, muzzleloader, and firearm bag limits excluding the Junior Hunt Day.



2010-2011 WHITE-TAILED DEER SEASONS & BAG LIMITS

REGION B: Anne Arundel*, Baltimore*, Calvert, Caroline, Carroll, Cecil, Charles, Dorchester, Frederick, Harford, Howard*, Kent, Montgomery*, Prince George's*, Queen Anne's, St. Mary's, Somerset, Talbot, Washington (Zone 1), Wicomico & Worcester counties

2 antierless deer must be taken in each season before a second antiered deer can be taken within that season.

A Bonus Antiered Deer Stamp is required for each season that a second antiered deer is taken.

SEASON	DESCRIPTION	DATES	TOTAL BAG	NOTES
SEASON	Antiered or Antierless	Sept. 15–Oct. 20 Oct. 24 (Sunday, see NOTES) Oct. 25–Nov. 26 Dec. 13–Dec. 17	2 Antlered 10 Antlerless (Unlimited antlerless in Suburban	Crossbows are legal for all hunters to use during the Deer Bow Season in Region B. The Deer Bow Season Bag Limit applies to all deer taken with either a vertical bow or crossbow during the Deer Bow Season. Special regulations for October 25–30 & November 13: (1) Vertical bow and crossbow hunters must wear fluorescent orange; (2) Any deer taken with a vertical bow or crossbow on these dates must count towards the Bow Hunting Season Bag Limits (excluding deer taken by youth during Junior Hunt Season). Sunday deer hunting: In Calvert, Charles, Dorchester, Frederick, St. Mary's, Somerset, Talbot, Washington (Zone 1), Wicomico & Worcester counties on private lands only—Deer Bow Season is open on Sundays October 17, October 24, October 31, November 7 and November 14, 2010. Deer Bow Season is open on Sunday November 7, 2010 in Anne Arundel, Caroline, Cecil.
	Jan. 3–Jan. 6	Jan. 3–Jan. 6 Jan. 10–Jan. 31	Deer Archery Zone—see NOTES)	Harford, Kent, Montgomery & Queen Anne's counties on private lands only. Suburban Deer Archery Zone of Region B (Anne Arundel, Baltimore, Howard, Montgomery & Prince George's counties): During the Bow Season, vertical bow and crossbow hunters may take an unlimited number of antierless deer within these counties. The Bow Season antierless bag limit for all other Region B counties is 10. All antierless deer taken with a vertical bow or crossbow in the Bow Hunting Suburban Zone with be recorded on the hunter's Big Game Harvest Record. If a hunter needs another Big Game Harvest Record, one can be printed at a Maryland Sport License Agent.
MUZZLELOADER	Antlered or Antleriess	Oct. 21–Oct. 23 (only 1 antlered deer may be taken during these dates)	2 Antlered 10 Antlerless	Bowhunters hunting during the Deer Firearms Seasons or Deer Muzzleloader Seasons are required to wear fluorescent orange.
	Antieriess Only	Oct. 25-Oct. 30		
	Antiered or Antierless	Dec. 18–Jan. 1		
FIREARMS	Antiered or Antierless	Nov. 27–Dec. 11 Jan. 7–Jan. 8	2 Antlered 10 Antlerless	Sunday deer hunting: In Anne Arundel, Caroline, Cecil, Dorchester, Frederick, Harford, Kent, Montgomery, Queen Anne's, Somerset, Talbot, Washington (Zone 1), Wicomico & Worcester counties on private lands only—Deer Firearms Season is open on Sunday November 28. Deer Firearms Seasons is open on Sundays November 28 and December 5, 2010 in Calvert, Charles & St. Mary's counties on private land only. Bowhunters hunting during the Deer Firearms Seasons or Deer Muzzleloader Seasons are required to wear fluorescent orange.

^{*} This county is part of the **Suburban Deer Archery Zone of Region B**: For bow hunting only—unlimited antlerless deer may be taken in these counties during the open bow season and a crossbow may be used during the entire bow season.

REGION A & B JUNIOR DEER HUNT SEASON NOVEMBER 13, 2010

The Junior Hunt is for hunters age 16 or younger only.

A Junior hunter must be accompanied by a licensed (or exempt from license requirement) unarmed adult age 21 or older.

Trotti hootioo roquitottiotty unutitiou addit ago 21 of oldot.				
REGION	DESCRIPTION	TOTAL BAG LIMIT	NOTES	
REGION A	White-tailed Deer, Antlered or Antlerless	1 deer	Deer taken by Junior	
REGION B	White-tailed Deer, Antlered or Antlerless	3 deer, no more than 1 may be antlered	Hunters during the Junior Hunt Season do not count towards the regular bow, muzzleloader, or	
REGION B Caroline, Dorchester, Somerset, Talbot, Wicomico & Worcester counties	Sika Deer, Antlered or Antlerless	1 deer	firearms season bag limits.	

Maryland Trophy Deer Contest

The 2010 Maryland Trophy Deer Contest recognizes the "top" deer in each county taken during the 2008–2009 deer hunting seasons for the Maryland State Record Book. Highest scoring bucks (typical and nontypical) are recognized for white-tailed deer taken during each of the vertical bow, crossbow, muzzleloader, and firearms seasons. The Boone and Crockett method of scoring is used. A separate category for sika deer is also available.

The 2010 contest will be held at the Southern Maryland Hunting and Outdoor Expo on August 28, and 29, 2010. The Southern Maryland Expo is located at the Charles County Fairgrounds in LaPlata, Maryland. The Contest is cosponsored by the Maryland Bowhunters Society and the DNR Wildlife & Heritage Service. For more information regarding the time and location of the 2010 contest contact Mr. Walter "Tinker" Johnson at 301-349-2413. For additional information contact Mr. Johnson, or DNR at 301-842-0332.

DEER SEASONS & BAG LIMITS

2010–2011 SIKA DEER SEASONS & BAG LIMITS Caroline, Dorchester, Somerset, Talbot, Wicomico & Worcester counties						
SEASON	DESCRIPTION	DATES	TOTAL BAG LIMIT	NOTES		
вош	Antiered or Antierless	Sept. 15-Oct. 20 Oct. 24 (Sunday, see NOTES) Oct. 25-Nov. 26 Dec. 13-Dec. 17 Jan. 3-Jan. 6 Jan. 10-Jan. 31	2 deer, no more than 1 antlered	Crossbows are legal for all hunters to use during the Sika Deer Bow Season. The Sika Deer Bow Season Bag Limit applies to all deer taken with either a vertical bow or crossbow during the Sika Deer Bow Season. Special regulations for October 25–30 & November 13: (1) Vertical bow and crossbow hunters must wear fluorescent orange; (2) Any deer taken with a vertical bow or crossbow on these dates must count towards the Bow Hunting Season Bag Limits (excluding deer taken by youth during Junior Hunt Season). Sunday deer hunting: In Dorchester, Somerset, Talbot, Wicomico & Worcester counties on private lands only—Deer Bow Season is open on Sundays October 17, October 24, October 31, November 7 and November 14, 2010. Deer Bow Season is open on Sunday November 7, 2010 in Caroline County on private lands only.		
	Antiered or Antieriess	Oct. 21–Oct. 23 (only 1 sika deer may be taken during these dates)				
MUZZLELOADER	Antieriess Only	Oct. 25–Oct. 30 (only 1 sika deer may be taken during these dates)	2 deer, no more than 1 antlered		Bowhunters hunting during the Deer Firearms Seasons or Deer Muzzleloader Seasons are required to wear fluorescent orange.	
	Antiered or Antierless	Dec. 18–Jan. 1				
FIREARMS	Antlered or Antlerless	Nov. 27–Dec. 11 Jan. 7–Jan. 8	2 deer, no more than 1 antlered	Sunday deer hunting: Sika Deer Firearms Season is open on Sunday November 28, 2010 in Caroline, Dorchester, Somerset, Talbot, Wicomico & Worcester counties on private lands only. Bowhunters hunting during the Deer Firearms Seasons or Deer Muzzleloader Seasons are required to wear fluorescent orange.		





Voluntary Quality Deer Management

A Concept Worth Considering

Each hunter goes to the woods with individual goals and expectations. Some are looking for a buck of a lifetime, meat for the freezer, or simply a day in the woods appreciating the wildlife within. Many are hoping for all of those things. The positive outcome of each of these goals requires the same common thread—a healthy deer herd balanced with good habitat.

In an effort to improve the quality of the deer herd they pursue, many hunters are voluntarily adopting a strategy called Quality Deer Management (QDM). QDM is a philosophy and management practice designed to help create a healthy deer herd that is allowed to develop toward its natural potential. The strategy involves harvesting an adequate number of antlerless deer and practicing the selective harvest of bucks in a manner that allows young bucks (yearlings) to reach maturity.

The ultimate goal of QDM is better deer and better habitat. Reducing the number of antlerless deer helps to improve the sex ratio within the herd and lessen impacts upon the habitat. Poor habitat is bad for all wildlife, including deer. Allowing yearling bucks to mature results in older bucks the following season, proper age structure within the deer herd, and a more-defined rut.

QDM is not trophy management. Trophy management concentrates solely upon growing big bucks with large, well-scoring antlers. QDM, rather, focuses on maintaining good habitat and achieving overall herd health with a natural representation of mature bucks.

There are many facets of QDM, but a good starting point is to practice selectivity, allowing yearling bucks to grow another year and taking antlerless deer as defined by the bag limit. In doing so, hunters stand a good chance of seeing more mature animals on the landscape the following season and, perhaps, harvesting one as well.

So as you prepare to head afield this hunting season, think about the type of deer herd you'd like to pursue in the future. Perhaps you may choose to pass on that yearling buck like the one pictured below. The decisions you make this season will help to craft Maryland's deer herd for many seasons to come.

YEARLING BUCK

Overall appearance of a doe with antlers—thin neck; long, lanky legs



Antler spread almost always less than ear tips:



MATURE BUCK

Heavy neck; deep chest and body



Antler spread often beyond ear tips:







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Maryland counties and their respective land codes are displayed alphabetically on pages 50–54. A table listing of Public Land Codes by County is located on page 54.

Allegany County Int. Savage Barrelville See 230 All Printsum See 230 All Cyntherland Frostille Westernport Dawsone All Cyntherland Rudound Ridgele Frostille Ridgele Frostill Ridgele Frostill Ridgele Frostill

Private Land Code Numbers indicate county sections on the maps.

Baltimore County

Example: A deer taken near Rawlings in Allegany County would have a Private Land Code Number of **234**.

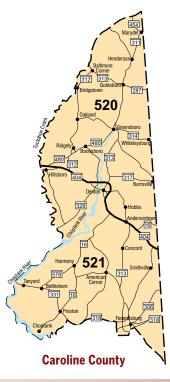
Bolo Benkey Spring IS Share Prethop Prethop Prethop Prethop Prethop Resevoir Rayville (33) Pardon (Welsburg Baller) (Wel

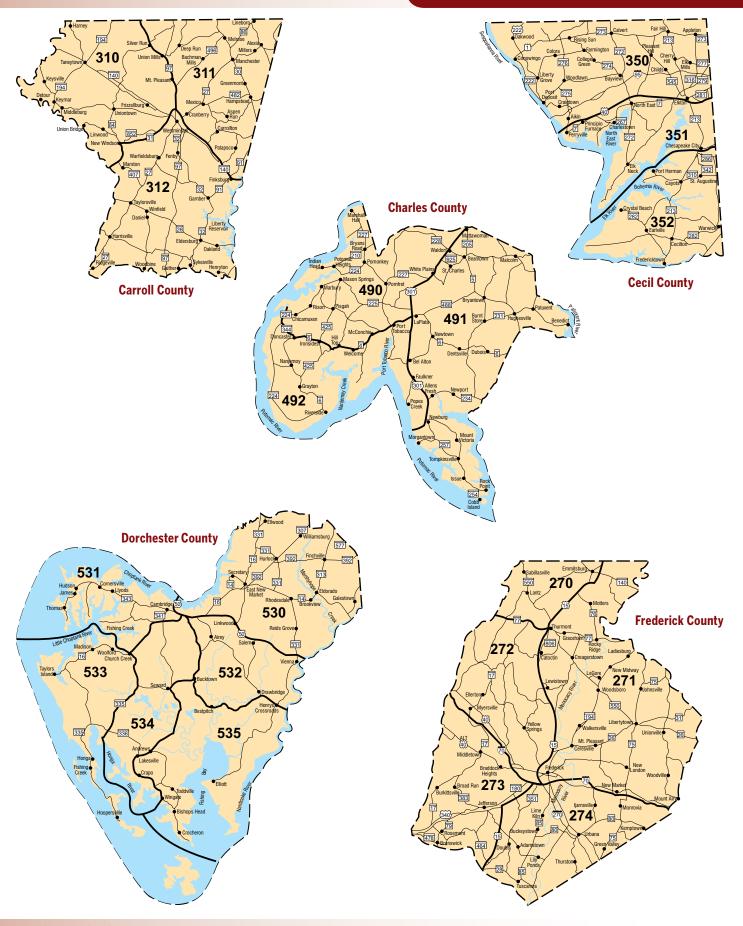
Calvert County

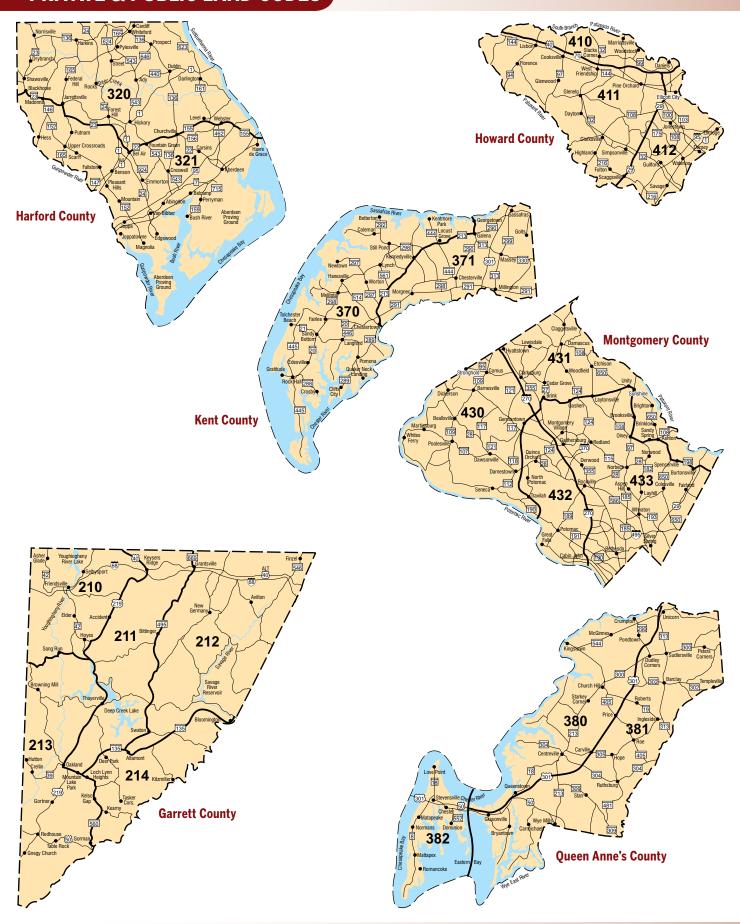


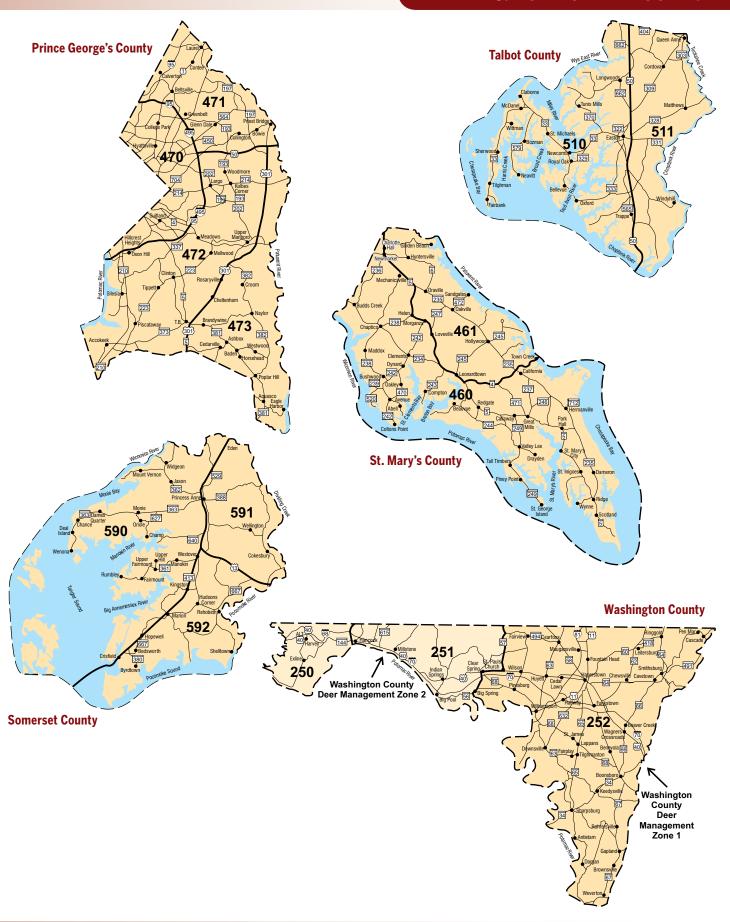
To bw like Burnie Trail Rivera Bayade Beach Bayade Bayade

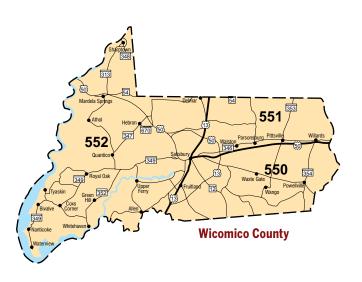
Anne Arundel County











Public Land Codes by County

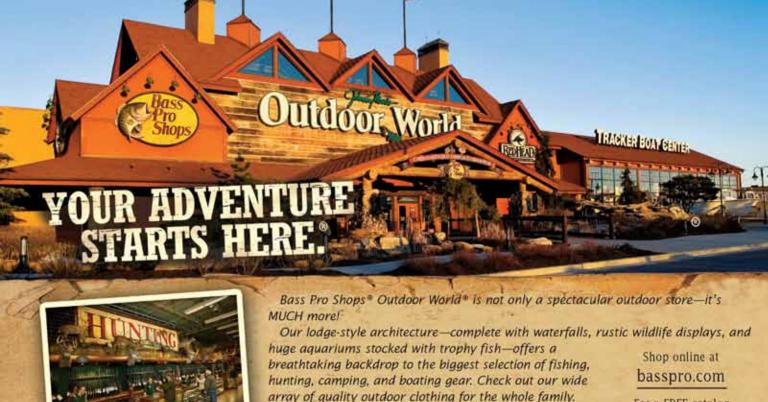
COUNTY		
(County Code)	PUBLIC LAND	CODE
	Dan's Mountain WMA	240
	Warrior Mountain WMA	241
Allegany	Green Ridge SF	242
(01)	Billmeyer WMA	243
, ,	Rocky Gap SP	244
	Belle Grove WMA	245
	Sideling Hill WMA	246
Anne Arundel	Davidsonville Receiver Station	424
(02)	Fort Meade	425
	Smithsonian	427
	Prettyboy Watershed	340
	Liberty Watershed	341
Baltimore	Loch Raven Watershed	342
(03)	Gunpowder SP	343
	Patapsco SP	344
	Gwynnbrook WMA	345
	Soldiers Delight NEA	346
	Calvert Cliffs SP	455
Calvert	Flag Pond Coop.	456
(04)	Huntingtown Area	457
	Hall Creek	459
	Idylwild WMA	525
Caroline	Tuckahoe SP	526
(05)	Chesapeake Forest Lands	527
	Morgan Run NEA	314
	Liberty Watershed	315
	Hanover Watershed	316
	Sawmill-Speigel Coop. Area	317
_	Slacks Coop.	318
Carroll	Patapsco SP	319
(06)	Avondale WMA	630
	Raincliffe CWMA	631
	Woodbrook CWMA	632
	Maring CWMA	633
	Hahn CWMA	634
	Farver CWMA	635
	Elk Neck SP	360
	Elk Neck SF	361
	C&D Canal	362
Cecil	Earleville WMA	363
(07)	Fair Hill NRMA	364
	Bainbridge CWMA	365
	Grove Farm WMA	366
	Old Bohemia WMA	367

COUNTY	PUBLIC LAND	CODE
(County Code)	Mattawoman NEA	396
		396
	Chapman SP	397
	Nanjemoy NRMA Cedar Point WMA	
	Indian Head Naval	399
	Ordnance Area	400
	Myrtle Grove WMA	401
Charles (08)	Doncaster SF or Tayloes Neck	402
()	Chapel Point SP	403
	Cedarville SF	405
	Indian Creek NRMA	406
	Chicamuxen WMA	407
	Blossom Point Field Test Facility	408
	Chapman Residual	409
	LeCompte WMA	540
	Linkwood WMA	541
Dorchester	Fishing Bay WMA	542
	Blackwater NWR	543
(09)	Taylor's Island WMA	544
	Chesapeake Forest Lands	545
	Frederick City Watershed	280
	Cunningham Falls SP, Thurmont WS	281
Frederick	Monocacy NRMA	282
(10)	South Mountain SP	283
(10)	Emmitsburg Watershed	284
	Fort Detrick	285
	Heaters Island WMA	286
	Savage River SF	220
	Potomac SF	221
	Garrett SF	222
Garret	Mount Nebo WMA	223
	Deep Creek Lake SP	224
(11)	Youghiogheny Reservoir	225
	4-H Center	226
	Frostburg Watershed	227
	Rocks SP	325
Harford	Aberdeen Proving Ground	326
	Gunpowder SP	327
(12)	Susquehanna SP	328
	Stoney Forest	329
	2.303 1 01001	1 020

		Snow Hill Sold Girdletree	Basker Nen Switch Nen Spening	St. Martin Jones St. Martin Jones Floring Flo	Ocean Otty
COUNTY county Code)	PUBLIC LAND	CODE	COUNTY (County Code)	PUBLIC LAND	CODE

COUNTY (County Code)	PUBLIC LAND	CODE
	Hugg-Thomas WMA	415
Howard	Patuxent River SP	416
(13)	Patapsco SP	417
(10)	Triadelphia/Rocky Gorge (WSSC)	604
Kent	Millington WMA	375
(14)	Eastern Neck NWR	376
(14)	Sassafras NRMA	378
	Patuxent River SP	440
	Mckee-Beshers WMA	441
	Seneca Creek SP	442
Montgomery	Cherrington Coop.	443
(15)	Strider WMA	444
()	Triadelphia/Rocky Gorge (WSSC)	447
	SenecaSchaeffer Farm Tract	625
	Aquasco Farms Coop.	480
	Spice Creek (Patuxent River) NRMA	481
	Mill Town Landing	482
	Nottingham	483
Prince	Beltsville	484
George's	Rosaryville SP	485
(16)	Brandywine Receiver Station	486
	Patuxent WRC (Central Tract)	487
	Billingsley Tract (Patuxent River Park)	488
	Triadelphia/Rocky Gorge (WSSC)	489
Queene Anne's	Tuckahoe SP	390
(17)	Wye Island NRMA	391
	St. Inigoes SF	463
	Point Lookout SP (Jacobs Property)	464
St. Mary's	Patuxent Naval Air Station	465
(18)	Elm's Coop.	466
	St. Mary's SP or Salem Tract	467
	Greenwell SP	469

COUNTY (County Code)	PUBLIC LAND	CODE
	Deal Island WMA	500
	Fairmount WMA	501
	Cedar Island WMA	503
	Pocomoke Sound WMA	504
Somerset (19)	Maryland Marine Properties WMA	505
	Wellington WMA	506
	South Marsh Island WMA	507
	Chesapeake Forest Lands	508
Talbot (20)	Seth SF	515
	Indian Springs WMA	260
	Sideling Hill WMA	261
	South Mountain SP	262
	Hagerstown Watershed	263
Washington	W. Maryland Ag. Research Station (B)	264
(21)	Greenbrier SP	265
	Fort Frederick SP	266
	Woodmont	267
	Maryland Correctional Training Center	268
	Prather's Neck WMA	269
	Wetipquin WMA	554
	Ellis Bay WMA	555
Wicomico	Wicomico SF	556
(22)	Johnson WMA	557
` /	Nanticoke WMA	558
	Chesapeake Forest Lands	559
	Pocomoke SF	580
	E.A. Vaughn WMA	581
	Hickory Point	582
Worcester	Pocomoke River WMA	583
(23)	Isle of Wight WMA	584
	Assateague NS	585
	Chesapeake Forest Lands	586
	Assateague SP	700



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2011 Light Goose **Conservation Order Season**

The Maryland Department of Natural Resources will continue to implement a Light Goose Conservation Order season which will allow hunters to harvest light geese after the established regular 2010–2011 hunting season. Greater and lesser snow geese and Ross's geese are collectively referred to as light geese.

The Light Goose Conservation Order season will run from January 31 to April 16, 2011. Special hunting methods allowed during Conservation Order season include unplugged shotguns, electronic calls of light geese, and extended shooting hours (½ hour before sunrise to ½ hour after sunset).

Waterfowl hunters participating in the Conservation Order season must purchase a permit. The permit, referred to as the Snow Goose Conservation Order Hunting Season permit, can be obtained from any DNR sport license agent, online at www.dnr.maryland.gov, or by phone (1-800-918-2870) for a \$5 fee. Hunters are required to keep the permit receipt showing proof of purchase in their possession while hunting light geese during the Conservation Order season.

Participants will also be required to possess a valid Maryland hunting license (resident Delaware licenses are also acceptable) and a 2010–2011 Maryland Migratory Game Bird Hunting Stamp. Possession of a federal duck stamp is not required during the Conservation Order season.

Light Goose Conservation Order Season Zone:

Anne Arundel, Calvert, Caroline, Cecil, Baltimore, Dorchester, Harford, Howard, Kent, Queen Anne's, Somerset, St. Mary's, Talbot, Wicomico, and Worcester Counties; that portion of Carroll County east of Route 31 to the intersection of Route 97, and east of Route 97 to the Pennsylvania line; that portion of Prince George's County east of Routes 3 and 301: and that portion of Charles County east of Route 301 to the Virginia line.

A Conservation Order is a special management action authorized by the Migratory Bird Treaty Act that is used to control wildlife populations when traditional management programs are unsuccessful in preventing overabundance. This action is granted under the authority of the US Fish and Wildlife Service.

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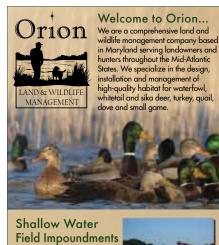


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DNR Managed Hunt Permit

Hunters are required to possess the DNR Managed Hunt Permit (MHP) before participating in certain managed hunts on DNR lands (see pages 62–63, Hunting in State Parks and page 66, Managed Deer Hunting Programs on Public Lands). A MHP costs \$35.00 and is valid statewide wherever DNR charges for public hunting access. The funds generated by the sale of this permit will support the hunting programs on DNR lands that don't otherwise receive funding from hunting revenues.

The MHP is available through license vendors, Regional Service Centers, over the Internet (*www.dnr.maryland.gov*) and by telephone (1-800-918-2870). A MHP is valid for an entire hunting season, and only one MHP is needed

to cover the additional fees associated with all managed hunts on DNR property. Purchasing the MHP is NOT required to participate in any lottery or other managed hunt drawing; it is needed only if a hunter is selected and participates in the hunt. Persons exempt from this requirement are those legally hunting with a Junior Hunting License or any person serving in the United States Armed Forces that is exempt from needing a Maryland Hunting License (see page 18, Who May Hunt Without a License).

The MHP is NOT required on Wildlife Management Areas or Cooperative Wildlife Management Areas since their management is already funded by hunter dollars.

Requiring a fee to hunt on selected State Parks, Natural Resources Management Areas, and Natural Environment Areas is consistent with the approach of charging users additional fees for certain activities. These user-based fees are an important source of revenue to the Maryland Park Service.

Areas that require this permit have site-specific regulations as to the species hunted, weapons permitted, access to the area (i.e. lottery or daily reservation) or other restrictions. Hunters are responsible to know and adhere to these specific area regulations and conditions, which can be obtained by contacting the DNR office responsible for that area.

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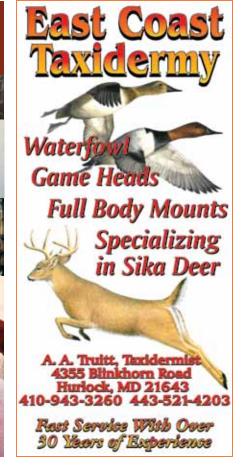
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Public Hunting Lands include Wildlife Management Areas (WMAs), Cooperative Wildlife Management Areas (CWMAs), Natural Environment Areas (NEAs), Natural Resources Management Areas (NRMAs), and Maryland-National Capital Park & Planning Commission (MNCPPC) managed lands.

Note: Hunting and trapping on public hunting lands is permitted in accordance with state and federal laws and the restrictions for each area. Call to check on rules or conditions for each location. Office hours may vary.

Maps of WMAs, Maryland State Forests, and State Parks are available online at: www.dnr.maryland.gov/publiclands/. Some of the areas listed below require a DNR Managed Hunt Permit as noted, see above for more information on this permit.

Allegany

For information on the following areas call: 301-478-2525

- Dan's Mountain WMA: 9,681 acres; Furbearers, forest game and deer (bow, muzzleloader, shotgun and rifle).
- Warrior Mountain WMA: 4,672 acres; Furbearers, forest game, upland game and deer (bow, muzzleloader, shotgun, rifle).
- Billmeyer-Belle Grove WMA: 1,114 acres; Furbearers, forest game, upland game and deer (bow, muzzleloader, shotgun, rifle). Disabled accessible.

Baltimore

For information on the following areas call: 410-356-9272 between 7:30am-11:30am

- Gwynnbrook WMA: 35 acres; Deer (bow only). Free permit required.
- **Liberty Watershed:** 9,200 acres; Forest game, upland game and deer (bow only for all game species). No waterfowl hunting. Free permit required. Bowhunting Permit for the Liberty and Prettyboy Reserviors available on page 71 or register online at www.dnr.maryland.gov.
- Loch Raven Watershed: 1,600 acres; Deer (bow only). Free permit required. Bowhunting Permit for the Loch Raven Reservior available on page 71 or register online at www.dnr.maryland.gov.
- Prettyboy Watershed: 7,380 acres; Forest game, upland game and deer (bow only for all game species). No waterfowl hunting. Free permit required. Bowhunting Permit for the Liberty and Prettyboy Reserviors available on page 71 or register online at www.dnr.maryland.gov.
- Soldiers Delight NEA: 700 acres; Deer (bow only), daily sign in required. Managed deer hunt (shotgun) by lottery, see page 68 for application. DNR Managed Hunt Permit required (see page 57). 410-461-5005

Calvert

For information on the following areas call: 301-743-5161 between 8:00am-12:00pm.

- Flag Ponds Park CWMA: 100 acres; Deer (bow only). Free permit and reservation required. Opens to hunting the Monday before the late Muzzleloader Season split.
- Hall Creek NRMA: 275 acres; Forest game, upland game, waterfowl and deer (bow, muzzleloader and shotgun). Waterfowl by lottery. Daily sign-in required. Free permit required for blinds.
- Huntingtown Area of King's Landing NRMA: 960 acres; Forest game, upland game, deer (bow, muzzleloader and shotgun),

waterfowl lottery, dove. Hunting within King's Landing NRMA is allowed only in the Huntingtown Area which is north of Cocktown Creek. Daily sign-in required. Free permit required for blinds. Disabled accessible. Hunting is not permitted in the Calvert County managed King's Landing Park.

Caroline

- Ayton Tree Nursery: 5 acres; Dove hunting by lottery only. Limited to youth age 15 and under with unarmed licensed adult. Limited to 4 junior hunters per day. Application (see page 69) due by 3pm August 20, 2010. Drawing August 20, 2010. 410-673-2467
- Bridgetown Ponds: 100 acres; Deer (bow only). Restricted Season: Nov. 27, 2010–Jan. 29, 2011. Daily sign-in required at Tuckahoe State Park. 410-820-1668
- Idylwild WMA: 3,382 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, waterfowl, dove and deer (bow, muzzleloader and shotgun). Disabled accessible zone for deer and forest game with a Hunt From a Vehicle Permit and a free Access Permit only. 410-376-3236

Carroll

For information on the following areas call: 410-356-9272 between 7:30am-11:30am

- Avondale WMA: 180 acres; Forest game, upland game and deer (bow, muzzleloader, and shotgun). Free permit required.
- Farver CWMA: 23 acres; Deer (bow only). Free permit required.
- Hahn CWMA: 25 acres; Deer (bow only). Free permit required.
- Hanover Watershed: 337 acres; Forest game, upland game and deer (bow, muzzleloader, shotgun and rifle). Free permit required.
- Maring CWMA: 237 acres; Forest game, upland game and deer (bow, muzzleloader and shotgun). Free permit required.
- Morgan Run NEA: 1,300 acres; Deer (bow and muzzle-loader). DNR Managed Hunt Permit required (see page 57). 410-461-5005
- Raincliffe CWMA: 35 acres; Deer (bow only). Free permit required. Saturday only.
- Sawmill CWMA: 500 acres; Forest game, upland game and deer (bow, muzzleloader and shotgun). Free permit required.
- Slacks CWMA: 135 acres; Deer (bow only). Free permit required.
- Speigel CWMA: 250 acres; Forest game, upland game and deer (bow, muzzleloader and shotgun). Free permit required.
- Woodbrook CWMA: 522 acres; Forest game, upland game and deer (bow, muzzleloader and shotgun). Free permit required.

Cecil

For information on the following areas call: 410-356-9272 between 7:30am-11:30am

- Bainbridge CWMA: 1,000 acres; Deer (bow only). Free permit required
- **C & D Canal Lands:** Free permit required. Disabled accessible except Bethel, Elk Forest, and Grove Neck.
 - » Bethel: 400 acres; Forest game, upland game, waterfowl and deer (bow only).
 - » Courthouse Point: 315 acres; Forest game, upland game, waterfowl and deer (bow only).
 - » Elk Forest: 242 acres; Forest game, upland game, waterfowl and deer (bow, muzzleloader and shotgun).

- » Grove Neck: Waterfowl only from two blind sites on the Sassafras River. No on site boat access available.
- » Stemmers Run: 750 acres; Forest game, upland game, waterfowl, and deer (bow, muzzleloader and shotgun). Boat access restricted to waterfowl hunting only.
- » Welch Point: 77 acres; Forest game, upland game, waterfowl and deer (bow, muzzleloader and shotgun).
- Earlville WMA: 195 acres; Forest game, upland game, water-fowl and deer (bow, muzzleloader and shotgun). Free permit required. Disabled accessible.
- Fair Hill NRMA: 5,613 acres; Deer (bow). Raccoon hunting. DNR Managed Hunt Permit required (see page 57). Managed deer hunt (shotgun) by lottery, see page 68 for application. DNR Managed Hunt Permit required (see page 57). Contact the Park office (410-398-1246) for an additional, required parking permit.
- **Grove Farm WMA:** 744 acres; Forest game, upland game, waterfowl and deer (bow, muzzleloader, and shotgun). Free permit required.
- Old Bohemia WMA: 975 acres; Forest Game, upland game, waterfowl, and deer (bow, muzzleloader, and shotgun). Free permit required.

Charles

For information on the following areas call: 301-743-5161 between 8:00am-12:00pm.

- Blossom Point CWMA: Waterfowl blind sites. Lottery. Free permit required. Boat access only.
- Cedar Point WMA: 1,920 acres; Furbearers, forest game, upland game, dove, waterfowl, and deer (bow, muzzleloader and shotgun). Free permit and reservation required for blinds/blind sites. Trapping by free permit.
- Chicamuxen WMA: 381 acres; Furbearers, forest game, upland game, dove, waterfowl and deer (bow, muzzleloader and shotgun). Free permit required for blinds.
- Indian Creek NRMA: 680 acres; Forest game, upland game, dove, waterfowl and deer (bow, muzzleloader and shotgun).
 Daily sign-in required.
- Mattawoman NEA (certain tracts)
 - » Buteaux Crossing Tract: 261 acres; Forest game, upland game, dove, waterfowl, and deer (bow, muzzleloader, and shotgun). Daily sign-in required.
 - » Pomfret Road Tracts: 371 acres; Forest game, upland game, dove, waterfowl, and deer (bow, muzzleloader, and shotgun). Daily sign-in required.
- Myrtle Grove WMA: 1,748 acres; Furbearers, forest game, upland game, dove, waterfowl and deer (bow, muzzleloader and shotgun). Shooting range.
- Nanjemoy NRMA: 1,458 acres (includes the former Purse State Park & Douglas Point WMA/CWMA); Furbearers, forest game, upland game, waterfowl (disabled access), deer (bow, muzzleloader, and shotgun). Daily sign-in required. Free permit and reservation required for blind sites.

Dorchester

For information on the following areas call: 410-376-3236.

 Fishing Bay WMA: 29,237 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, waterfowl, white-tailed and sika deer (bow, muzzleloader, shotgun and rifle).

- LeCompte WMA: 485 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, dove, and deer (bow, muzzleloader, shotgun and rifle). No squirrel hunting. Disabled accessible zone for deer, forest game, and waterfowl with a Hunt From a Vehicle Permit and a free Access Permit only. Waterfowl on limited basis, reservation required.
- Linkwood WMA: 313 acres; Furbearers (trapping permits issued through bid process), forest game, upland game and deer (bow, muzzleloader, shotgun and rifle).
- Tar Bay WMA: 12 acres; Waterfowl (water access only).
- Taylors Island WMA: 1,114 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, waterfowl, white-tailed and sika deer (bow, muzzleloader, shotgun and rifle). Primarily boat access.

Frederick

- Frederick City Watershed CWMA: 7,300 acres; Furbearers, forest game, upland game, and deer (bow, muzzleloader, shotgun and rifle). Free permit required to hunt furbearers at night. 301-842-2702
- **Heater's Island WMA**: 194 acres; Furbearers, forest game, waterfowl and deer (bow, muzzleloader and shotgun). Boat access only. 301-842-2702
- Monocacy NRMA: 1,800 acres; Forest game, upland game, waterfowl, dove and deer (bow, muzzleloader and shotgun), no trapping. 301-924-2127
- Thurmont Watershed CWMA: 300 acres; Furbearers, forest game and deer (bow, muzzleloader, shotgun and rifle). 301-842-2702

Garrett

- Mt. Nebo WMA: 1,860 acres; Furbearers, forest game, upland game, waterfowl and deer (bow, muzzleloader, shotgun and rifle). Disabled accessible. 301-334-4255
- Youghiogheny Reservoir CWMA: 900 acres; Forest game, upland game, waterfowl and deer (bow, muzzleloader, shotgun and rifle). 301-334-4255
- Youghiogheny Scenic Wild River: 1200 acres; Forest game, upland game, dove, waterfowl and deer (bow, muzzleloader, shotgun and rifle). 301-387-5563

Howard

• Hugg-Thomas WMA: 276 acres; Forest game, upland game, dove and deer (bow, muzzleloader and shotgun). Free permit required. Disabled accessible. 410-356-9272 (between 7:30am–11:30am)

Kent

- Millington WMA: 4,000 acres; Furbearers (free trapping permits issued through Millington WMA office), forest game, upland game (exception: no hunting for bobwhite quail), dove, waterfowl and deer (bow, muzzleloader and shotgun). Canada goose hunting by reservation only. Limited spring turkey hunting. Call or refer to the DNR website for updated information on waterfowl hunting, blind locations, and spring turkey hunting. Daily sign-in required. Disabled accessible. 410-928-3650
- Sassafras River NRMA: 1,000 acres; Forest Game, limited upland game seasons, and deer (bow, muzzleloader, and shotgun). Daily sign-in required. Migratory goose and waterfowl

hunting by lottery only with a DNR Managed Hunt Permit required (see page 57). Disabled accessible. Provisions for individuals with a Hunt From a Vehicle Permit. For information or migratory goose lottery applications call 410-820-1668 or use DNR's website (www.dnr.maryland.gov).

Montgomery

For information on the following areas call: 410-356-9272 between 7:30am-11:30am

- Cherrington CWMA (MNCPPC): 275 acres; Deer (bow, muzzleloader and shotgun).
- McKee-Beshers WMA: 1,960 acres; Forest game, upland game, dove, waterfowl, and deer (bow, muzzleloader and shotgun).
- Strider 1 WMA: 100 acres; Deer (bow only). Free permit required. Disabled accessible.
- Strider 2 WMA: 70 acres; Deer (bow only). Free permit required.

Prince George's

For information on the following areas call: 301-743-5161 between 8:00am-12:00pm.

- Aquasco Farm CWMA (MNCPPC): 150 acres; Deer (bow only). Free permit required.
- Bowen WMA: 300 acres; Furbearers, waterfowl, and rails. Lottery. Free permit required. Boat access only.
- Cheltenham WMA: 15 acres; Dove. Free permit required.
- Milltown Landing NRMA: 250 acres; Forest game, upland game, dove, waterfowl (by lottery) and deer (bow, muzzleloader and shotgun). Daily sign-in required. Free permit required for blinds.
- National Park Service Blind Sites: Waterfowl (by lottery). Free permit required. Boat access only.
- Nottingham NRMA: 329 acres; Forest game, upland game, dove, waterfowl (by lottery) and deer (bow, muzzleloader and shotgun). Daily sign-in required. Free permit required for blinds.
- Patuxent River Park/Billingsley (MNCPPC): 400 acres; Deer (bow only). Free permit required.

Free Central Region Public Hunting Permit

To obtain the free Central Region Public Hunting Permit either bring your hunting license to the Gwynnbrook Wildlife and Heritage Service office during office hours (Monday through Friday, 7:30-11:30 am) or mail a photocopy of your hunting license, vehicle tag number, day-time phone number, and a self addressed envelope to 3740 Gwynnbrook Avenue, Owings Mills, MD 21117. Please be sure to note specific areas of interest so applicable maps and regulations can be sent with your permit. For any questions, please call the Gwynnbrook office at 410-356-9272.

Free Southern Region Public Hunting Permit

You can now apply for the Southern Region Hunting Permit through the DNR website. For information on the areas covered by this permit and to apply online, go to dnr.maryland.gov/huntersguide/southern_region_hunt_permit.asp. For questions regarding specific areas and other methods to apply, please call the Myrtle Grove office at 301-743-5161.

 Spice Creek NRMA: 230 acres; Forest game, upland game, dove, waterfowl (by lottery) and deer (bow, muzzleloader and shotgun). Daily sign-in required. Free permit required for blinds.

Queen Anne's

- Wye Island NRMA: 2,500 acres; Deer (bow, muzzleloader and shotgun).
 - » Bow Season: Region B Bow Season dates only, (i.e., when hunters are restricted to archery equipment, see page 47, Region B White-tailed Deer Bow Season 2010–2011). Self sign-in limited to 25 hunters per day.
 - » Muzzleloader Season: Oct. 21–23, 2010, by lottery, DNR Managed Hunt Permit required (see page 57). Lottery application on page 68.
 - » Firearms Season: Dec. 6–11, 2010, by lottery, DNR Managed Hunt Permit required (see page 57). Lottery application on page 68.
 - » Migratory goose hunting by lottery on certain dates only during the last split of the Migratory Canada Goose Season. DNR Managed Hunt Permit required (see page 57).
- » Deer and goose lottery applications are available online at www.dnr.maryland.gov/hunting/managedhunt/.html or by sending a self-addressed, stamped envelope to Wye Island NRMA, 632 Wye Island Rd., Queenstown, MD 21658. 410-827-7577. Hunters are required to submit a copy of their 2010–2011 Maryland Hunting License along with their permit application.

Somerset

For information on the following areas call: 410-543-8223

- Cedar Island WMA: 2,880 acres; Furbearers (trapping permits issued through bid process), and waterfowl. Boat access only.
- Deal Island WMA: 13,400 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, dove, waterfowl and deer (bow, muzzleloader, shotgun and rifle). Impoundment forest game, upland game, dove, waterfowl and deer (bow, muzzleloader, shotgun and rifle). Impoundment area open for hunting during the following: Junior Waterfowl Hunting Day (for persons aged 15 or younger); October duck season on opening day, Wednesday and any Saturday; November duck season on opening day, Tuesdays, Fridays, Saturdays, and Thanksgiving; all hunting days during the December/January duck season. The impoundment will be closed to hunting on all other days during the above seasons and during the September teal season. Lottery permit required for impoundment on certain dates. To request a lottery application, send a self-addressed, stamped envelope to Wellington WMA, 32733 Dublin Rd., Princess Anne, MD 21853. Requests for applications must be received by Sept. 1. Multiple application requests require extra postage!
- Fairmount WMA: 5,054 acres; Furbearers (trapping permits issued through bid process), forest game, waterfowl and deer (bow, muzzleloader, shotgun and rifle). Lottery for impoundment on certain dates. To request a lottery application, send a self-addressed, stamped envelope to Wellington WMA. See address above. Requests for applications must be received by Sept. 1. Multiple application requests require extra postage!
- Maryland Marine Properties WMA: 1,130 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, dove, waterfowl and deer (bow, muzzleloader, shotgun and rifle).

- Pocomoke Sound WMA: 922 acres; Furbearers (trapping permits issued through bid process) and waterfowl. Boat access only.
- South Marsh WMA: 2,969 acres; Furbearers (trapping permits issued through bid process) and waterfowl. Boat access only.
- Wellington WMA: 429 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, dove and deer (bow, muzzleloader, shotgun and rifle).

St. Mary's

For information on the following areas call: 301-743-5161 between 8:00am-12:00pm.

- Elms CWMA: 545 acres; Forest game, upland game, dove, and deer (bow, muzzleloader and shotgun). No woodchuck. Free permit and reservation required. Spring turkey hunting on Saturdays only. Environmental education on site.
- Myrtle Point CWMA Blind Sites: Waterfowl. Waterfowl season third split only. Lottery, free permit required. Boat access only.

Washington

- Indian Springs WMA: 6,635 acres; Furbearers, forest game, upland game, dove, waterfowl and deer (bow, muzzleloader, shotgun and rifle). Disabled accessible. 301-842-2702
- Prather's Neck WMA: 205 acres (general hunting), 10 acres (bow only); Furbearers, forest game, upland game, dove, waterfowl and deer (bow, muzzleloader, shotgun and rifle). 301-842-2702
- Sideling Hill WMA: 3,100 acres; Furbearers, forest game, upland game and deer (bow, muzzleloader, shotgun and rifle). 301-842-2702
- Woodmont: 2,400 acres; Furbearers, forest game, upland game and deer (bow, muzzleloader, shotgun and rifle). Disabled accessible. 301-842-2155

Wicomico

- Ellis Bay WMA: 2,994 acres; Furbearers (trapping permits issued through bid process), forest game, waterfowl and deer (bow, muzzleloader, shotgun and rifle). 410-376-3236
- Johnson WMA: 115 acres; Furbearers (trapping permits issued through bid process), forest game, upland game and deer (bow only). 410-543-8223

- Nanticoke River WMA: 1,688 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, dove, waterfowl and deer (bow, muzzleloader, shotgun and rifle). 410-376-3236
- Wetipquin WMA: 100 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, and deer (bow, muzzleloader, shotgun, and rifle). 410-376-3236

Worcester

For information on the following areas call: 410-543-8223

- Pocomoke River WMA: 1,016 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, dove, waterfowl and deer (bow, muzzleloader, shotgun and rifle).
- E. A. Vaughn WMA: 2,630 acres; Furbearers (trapping permits issued through bid process), forest game, upland game, dove, waterfowl and deer (bow, muzzleloader, shotgun and rifle). Disabled accessible north of Scarboro Creek. Caution squirrel hunters: endangered Delmarva Fox Squirrel may not be hunted.
- Isle of Wight WMA: 232 acres; Furbearers (trapping permits issued through bid process), forest game, waterfowl and deer (bow, muzzleloader and shotgun). Area south of Rt. 90 closed to hunting.
- Sinepuxent Islands WMA: 25 acres; Furbearers (trapping permits issued through bid process) and waterfowl. Boat access only.
- Hickory Point Natural Heritage Area: 1,735 acres; Forest game and deer (bow, muzzleloader, shotgun and rifle).

HUNTING ON OTHER PUBLICLY OWNED PROPERTY

Federal and Local Jurisdiction Properties

Hunting is allowed on some federal property in Maryland, as well as on some properties owned by local jurisdictions. Though state wildlife regulations and laws apply throughout Maryland, these other properties restrict public access by their own authority. Their hours, seasons, hunting devices, bag limits and other details may differ from state information. For information about hunting on nonstate owned properties, you must contact the administrative offices of the properties themselves. Federal facilities in Maryland include: Aberdeen Proving Grounds (Harford, 410-278-4124); Assateague Island National Seashore (Worcester, 410-641-3030); Blackwater National Wildlife Refuge (Dorchester, 410-228-5018, 410-228-2677); Eastern Neck National Wildlife Refuge (Kent, 410-639-7056); North Tract- Patuxent Wildlife Research Center (Anne Arundel, 301-776-3090); and Beltsville Agriculture Research Center (Prince George's, 301-504-6009). County facilities include: MNCPPC Parks (Montgomery, 301-949-4135); Howard County Department of Recreation and Parks (Howard, 410-313-1675).

Bloodsworth Island Range Waterfowl Hunting Permits

Bloodsworth Island Range (BIR) is an active military bombing range located in Dorchester County, MD. There are ten waterfowl hunting licensed sites located within the BIR. These sites are available to the public on a first-come, first-served basis. Permit procedures and information are available online at: dnr.maryland.gov/wildlife/hunt_trap/pdfs/bloodsworth_permit.pdf or by calling 410-260-8540. Warning: Because of the threat of unexploded ordnance hunters must adhere to special restrictions at all times.

C & O Canal National Historical Park

Hunters, during designated state hunting seasons, with firearms unloaded, traditional bows unstrung, compound bows unnocked. crossbows uncocked, and dogs leashed, may cross the C & O Canal National Historical Park lands by the most direct route only at designated locations. Hunters may also transport legally taken and properly tagged game across park property at the same designated locations. A listing of these designated locations is published annually in the Park's Compendium and may be obtained by contacting the C & O Canal National Historic Park at these numbers: Sharpsburg. 301-739-4200; Potomac, 301-413-0720; Hancock. 301-678-5463: Oldtown. 301-478-5519; Cumberland, 301-722-8226.

Monocacy National Battlefield— Frederick County

Existing National Park Service (NPS) regulations prohibit hunting and trapping on identified NPS properties. The NPS has informed the State of Maryland that this regulation will be enforced for that portion of the Monocacy River lying within the boundaries of the Monocacy National Battlefield in Frederick County. The boundaries of the park will be marked on both shores by green and white signs.

HUNTING IN STATE PARKS



Hunting is allowed in many State Parks from September 1 through the end of spring turkey season, with exceptions. Trapping, raccoon hunting and fox chasing are allowed in some park areas by permit only. Park hours and days of operation are subject to change. Hunting devices are sometimes restricted, so call the facility before coming to hunt. A DNR Managed Hunt Permit may be required on some State Parks.

Firearms and bows may be carried across closed sections of State Parks by licensed hunters during regular hunting seasons in order to reach park, private or other state areas open to hunting. These hunting devices must be unloaded and cased, carried with the breech open or broken, or with arrows in a quiver.

Tree stands are limited to those of a temporary nature which must be removed at the end of each day. No one may construct permanent tree stands in State Park areas. No one may construct stationary blinds for hunting waterfowl. DNR reserves the right to construct these facilities. No target shooting is permitted, except at public shooting ranges. The use of hunting dogs by a licensed person in designated hunting areas for legal species is permitted.

If you are interested in hunting in a specific park, call the number listed to obtain information. Always check with the facility prior to planning a hunting trip.

Hunting is permitted in designated areas of the following State

- An (A) indicates archery shooting range.
- Facilities marked **(V)** have provisions for individuals with permits to hunt from a vehicle. For information on a permit to hunt from a vehicle see page 17.

Some of the areas listed below require a DNR Managed Hunt Permit as noted, see page 57 for more information on this permit.

Allegany

• **(V) Rocky Gap State Park:** 1,451 acres (general hunting), 300 acres (bow only); Furbearers, forest game, upland game, deer (certain areas are bow only). Special provisions to assist mobility-impaired hunters during the deer firearms season (free permit required). 301-722-1480

Anne Arundel

• Sandy Point State Park: Waterfowl hunting at designated sites during the third split of the waterfowl season only. Boat access only. Free permit and reservation required. 301-743-5161 between 8:00am-12:00pm.

Baltimore

• **(A) Gunpowder Falls State Park:** 3,000 acres; Hammerman, Hart-Miller Island, Days Cove and North Point Areas; Waterfowl

blinds by lottery or by daily reservation with DNR Managed Hunt Permit required (see page 57). Call 410-356-9272 between 7:30am–11:30am to register.

- » Sweet Air Area: Managed deer hunt (shotgun) by lottery, see page 68 for application. DNR Managed Hunt Permit required (see page 57). 410-356-9272 between 7:30am-11:30am or 410-592-2897
- » Hereford Area: Deer (bow only), daily sign-in. DNR Managed Hunt Permit required (see page 57). 410-329-6809
- **(V) Patapsco Valley State Park**: 3,895 acres; Deer (bow only). DNR Managed Hunt Permit required (see page 57). 410-461-5005

Calvert

 Calvert Cliffs State Park: 950 acres; Forest game, upland game and deer (bow, muzzleloader and shotgun). Daily sign-in required. Contact: Southern Maryland Recreational Complex. 301-888-1410

Caroline

• **(V) Tuckahoe State Park:** 1,000 acres; Forest game, upland game, deer (bow, muzzleloader and shotgun), waterfowl. Daily sign-in required. Migratory goose hunting by lottery with a DNR Managed Hunt Permit required (see page 57). For information or migratory goose lottery applications call 410-820-1668 or use DNR's website (www.dnr.maryland.gov).

Carroll

• Patapsco Valley State Park: see Baltimore County

Cecil

• **(V) Elk Neck State Park:** 340 acres; Deer (bow, muzzleloader and shotgun). DNR Managed Hunt Permit required (see page 57). 410-287-5333. Waterfowl blinds by daily reservation. DNR Managed Hunt Permit required (see page 57). Call 410-356-9272 between 7:30am–11:30am to register.

Charles

- **(V) Chapel Point State Park:** 550 acres; Forest game, upland game, dove, waterfowl, deer (bow, muzzleloader and shotgun). Disabled accessible. Daily sign-in required. Contact Southern Maryland Recreational Complex. 301-888-1410
- Chapman State Park: 875 acres; Deer (bow and select dates during muzzleloader) and waterfowl. Free permit, reservation, and sign-in required. 301-743-5161 between 8:00am-12:00pm.
- Chapman Residual: 1,305 acres; Forest game, upland game, deer (bow, muzzleloader, and shotgun). Daily sign-in. 301-743-5161 between 8:00am–12:00pm.
- Purse State Park: 75 acres; Now managed as part of Nanjemoy NRMA, See Charles County in Public Hunting Lands section (page 59).

Frederick

• **(V)** Cunningham Falls State Park: 3,500 acres; Furbearers, forest game, deer (bow, muzzleloader, shotgun and rifle). Special provisions to assist mobility-impaired hunters. Reservations required. Call for details. Free permit required for raccoon hunting and fox chasing. 301-271-7574

HUNTING IN STATE PARKS

• South Mountain State Park: 3,350 acres; Furbearers, forest game, deer (bow, muzzleloader, shotgun and rifle). See pages 20–21 (Firearms, Bow, and Falconry Regulations) for weapons regulations. Contact South Mountain Recreation Area: 301-791-4767

Garrett

• **(V) Deep Creek Lake State Park:** 1,200 acres; Furbearers, forest game, upland game, dove and deer (bow, muzzleloader, shotgun and rifle). No firearms hunting until Oct. 16, 2010. Special provisions to assist mobility-impaired hunters (contact park office for details). No waterfowl hunting. 301-387-5563

Harford

- Gunpowder Falls State Park: See Baltimore County
- Rocks State Park: 120 acres; Deer (bow only). 410-557-7994
- Susquehanna State Park: 880 acres; Deer (bow only). DNR Managed Hunt Permit required (see page 57). Contact Rocks State Park. 410-557-7994. Waterfowl blinds by daily reservation with DNR Managed Hunt Permit required (see page 57). Call 410-356-9272 between 7:30am–11:30am to register.

Howard

- Patapsco Valley State Park: See Baltimore County
- Patuxent River State Park: 5,000 acres; Forest game, upland game, deer (bow, muzzleloader and shotgun). Contact Seneca Creek State Park. 301-924-2127

Montgomery

- Patuxent River State Park: See Howard County
- Seneca Creek State Park: 1,000 acres; Forest game, upland game, dove, deer (bow, muzzleloader and shotgun). 301-924-2127
 - » Bowhunting Areas: 3 tracts, 4,300 acres; Deer (only). DNR Managed Hunt Permit required (see page 57). 301-924-2127
 - » Managed Deer Hunt (shotgun) by lottery, see page 69 for application. DNR Managed Hunt Permit required (see page 57).
 - » Schaeffer Farm: Deer (muzzleloader and shotgun) DNR Managed Hunt Permit required (see page 57). Call 410-356-9272 between 7:30am-11:30am to register.

Prince George's

• Rosaryville State Park: 460 acres; Deer only (bow only). Free permit and reservation required. 301-743-5161 between 8:00am–12:00pm.

Queen Anne's

• (V) Tuckahoe State Park: See Caroline County

Somerset

Janes Island State Park: 3,147 acres; Waterfowl hunting only.
 Trapping permits issued through bid process. 410-968-1565

St. Mary's

• (V) Greenwell State Park: 187 acres; Forest game, upland game, dove, waterfowl and deer (bow, muzzleloader and shotgun). Daily sign-in required. Contact Point Lookout State Park. 301-872-5688

- Point Lookout State Park: 240 acres; Waterfowl, deer [bow, muzzleloader (no early season) and shotgun]. Daily sign-in required. 301-872-5688
- St. Clement's Island State Park: 63 acres; Rabbit and waterfowl hunting only. Island is accessible only by boat. Contact Point Lookout State Park. 301-872-5688
- St. Mary's Lake: Waterfowl hunting at designated sites only. Boat access only (No gas motors). Free permit and reservation required. 301-743-5161 between 8:00am-12:00pm.
- St. Mary's River State Park: 2,200 acres; Forest game, upland game, deer (bow, muzzleloader and shotgun). Daily sign-in required. Contact Point Lookout State Park. 301-872-5688

Washington

- Fort Frederick State Park: 400 acres; Managed deer hunt (shotgun) by lottery, see page 68 for application. DNR Managed Hunt Permit required (see page 57). 301-842-2155
- **Greenbrier State Park:** 500 acres; Furbearers, forest game, deer (bow, muzzleloader, shotgun and rifle). Free permit required for raccoon hunting and fox chasing. Contact South Mountain Recreation Area. 301-791-4767
- South Mountain State Park: See Frederick County.

Worcester

• **(V) Assateague State Park:** 450 acres; Deer (bow only) Restricted season: Nov. 1, 2010–Jan. 30, 2011. Self sign in required at Pump House #1. Limit of 10 hunters per day plus 2 hunters with permits to hunt from a vehicle. 410-641-2120



HUNTING & TRAPPING IN STATE FORESTS

Hunting with rifles, handguns, shotguns, bows and muzzleloaders is permitted in all designated areas in accordance with state and federal laws except for Seth Demonstration Forest (part of Chesapeake Forest Lands). At Seth, deer may be hunted by bow and arrow only. Trapping, raccoon hunting and fox chasing are allowed in some forest areas, by permit only. Possession or use of weapons is prohibited in state forests outside of regular open hunting seasons. Target shooting is prohibited, except at public shooting ranges.

All game birds and game mammals may be hunted or trapped. Tree stands are limited to those of a temporary nature which must be removed or dismantled at the end of each day. The use of hunting dogs by a licensed person in designated hunting areas for legal species is permitted.

The hunting and trapping seasons in State Forests conform to standard hunting seasons adopted by state and federal regulations.

- An **(A)** indicates archery shooting range.
- Facilities marked **(V)** have provisions for assisting individuals with permits to hunt from a vehicle. For information on a permit to hunt from a vehicle see page 17.

Allegany

 (V) Green Ridge State Forest: 46,657 acres; Furbearers, forest game, upland game, and deer (bow, muzzleloader, shotgun, and rifle). Free permit required for trapping (call 310-777-2136 for permit). Public shooting range (call for hours and fees); 301-478-3124

Cecil

(V) Elk Neck State Forest: 3,316 acres; Furbearers, forest game, upland game, and deer (bow, muzzleloader, shotgun, and rifle).
 Public shooting range (call for hours and fees); 410-287-5675

Charles

- **(V) Cedarville State Forest:** 1,100 acres; Furbearers, forest game, upland game. No breech loading rifles. Trapping by free permit only. 301-743-5161 between 8:00am-12:00pm.
- Doncaster Demonstration Forest: 1,700 acres; Furbearers, forest game, upland game, waterfowl. Trapping by free permit only. 301-743-5161
- Tayloes Neck Tract: 300 acres; Forest game, upland game, waterfowl, deer (bow, muzzleloader, and shotgun). Free permit and reservation required. 301-743-5161 between 8:00am–12:00pm.

Garrett

- (A) (V) Potomac-Garrett State Forest: 18,535 acres; Furbearers, forest game, upland game, and deer (bow, muzzle-loader, shotgun, and rifle). Free permit required for trapping (call 310-777-2136 for permit). Public bow shooting range (self-registration, call for hours and fees); 301-334-2038
- **(V) Savage River State Forest:** 54,447 acres; Furbearers, forest game, upland game, and deer (bow, muzzleloader, shotgun, and rifle). Free permit required for trapping (call 310-777-2136 for permit). Public shooting range (call for hours and fees); 301-895-5759

Harford

• Stoney Demonstration Forest: 318 acres; Furbearers, forest game, upland game and deer (bow, muzzleloader, and shotgun). Free permit required. 410-356-9272 between 7:30am—11:30am.

Prince George's

• (V) Cedarville State Forest: See Charles County.

St. Mary's

- Salem Tract: 850 acres; Furbearers, forest game, upland game, deer (bow, muzzleloader, and shotgun). Trapping by free permit only. 301-743-5161 between 8:00am-12:00pm.
- St. Inigoes State Forest: 600 acres; Furbearers, forest game, upland game, waterfowl, and deer (bow, muzzle-loader, and shotgun). Free permit and reservation required. 301-743-5161 between 8:00am–12:00pm.

Worcester

(V) Pocomoke River State Forest: 13,036 acres; Furbearers, forest game, upland game, waterfowl. Free permit required for trapping and raccoon hunting. Limited vehicle access; 6572 Snow Hill Rd., Snow Hill, MD 21863; 410-632-3732; located next to the fire tower off Snow Hill Rd. (Rt. 12)

CHESAPEAKE FOREST LANDS

The Chesapeake Forest Lands are most of the former land holdings of the Chesapeake Forest Products Company; however, they also include two long held DNR properties, Seth and Wicomico Demonstration Forests, plus several new land acquisitions. Currently Chesapeake forest is comprised of 454 deeded tracts totaling more than 67,650 acres in the lower six counties of the Eastern Shore. Over 29,000 acres are now open to public hunting. The other portion of the Forest Lands is under a leased hunting program. See the Chesapeake Forest website at: www.dnr.maryland.gov/forests/chesapeakeforestlands.asp# for information concerning the leased hunting program and for maps of the public hunting areas. Furbearers, forest game, upland game, and waterfowl may be hunted on these properties where found. A permit is required for trapping. A portion of the Aughty Naughty Complex in Wicomico County has a hunting area for the physically disabled, see the website above for a map. Contact the Chesapeake Forest Office for information on other possible hunting opportunities for the physically disabled. Office address: 6572 Snow Hill Rd., Snow Hill, MD 21863; 410-632-3732; located next to the fire tower off of Snow Hill Rd. (Rt. 12).

The following Chesapeake Forest Lands parcels are open to public hunting for the 2010-2011 seasons:

Caroline (872 acres)

- Merrikan Gordy Complex (C01): 426 acres located off Line and Noble Road
- Messenger Branch Complex (C03): 340 acres located off Houston Branch Road adjacent to Idylwild WMA.
- Seipp Complex (C02): 106 acres located off Bloomery Road adjacent to Idylwild WMA.

Dorchester (6410 acres)

- Baumgarthner-Southam Complex (D28): 210 acres located off Elliotts Island Road adjacent to Fishing Bay WMA.
- Hoernicke-Oliphant Complex (D25): 368 acres located off Vienna-Henrys Crossroads Road near LeCompte WMA.
- Insley Complex (D06): 450 acres located off Beach Ground Road.
- LeCompte Complex (D21): 452 acres located off the south side of Centennial Road.

CHESAPEAKE FOREST LANDS

- located off Henrys Crossroads and Griffith's Neck Road adjacent to Fishing • Johnson & Johnson Tract (WR24): 871 Bay WMA.
- Marshy Hope Complex (D12): 3,355 acres located along Marshy Hope Creek off N. Tara, Harrison Ferry, Wesley, and Puckham Roads.

Talbot (124 acres)

 Seth Demonstration Forest (T01): 124 acres located off Dover Neck Road. Deer hunting with bow only; call 410-632-3732 for more information.

Wicomico (9641 acres)

- Athol Complex (W10): 682 acres located off Athol Road.
- Aughty Naughty Complex (W02): 1,317 acres located off Snethen Church and Cross Roads. This also includes the Brown Tract (70 acres located off Cooper Mill Road).
- Fair Meadow Complex (W30): 362 acres located off Hickman Lane adjacent to Ellis Bay WMA.
- Greenhill Complex (W22 & W23): 3,312 acres located west of Whitehaven Road, north of Capitola Road, and east of Nanticoke Road.
- Louis Horner Complex (W21): 465 acres located off Wetipquin Road.
- Wicomico Demonstration Forest (W46): 3,503 acres located off Sixty Foot Road

Worcester (5766 acres)

- Abe Harmond Complex (WR28): 149 acres located along Corkers Creek adjacent to Pocomoke State Forest.
- Apgar Tract (WR23): 198 acres located off Sand Road adjacent to Pocomoke State
- Bethards Tract (WR21): 33 acres located off Old Furnace and Greenbrier Swamp Roads adjacent to Pocomoke State Forest.
- Buck Harbor Complex (WR18): 315 acres located off Stevens Roads. This area is managed for handicap hunters who are restricted to a wheelchair. For more information contact the National Wild Turkey Federation at 410-546-9154.
- Cordery Complex (WR10): 595 acres located off Beach Island and Sturgis Roads.
- Creek Complex (WR25): 868 acres located off Whitesburg, Oak Hall, and Fleming Mill Roads adjacent to Pocomoke State Forest. This complex is comprised of three separate tracts. They are the Creek, Chatham, and Tankard Farm.

- Lewis Complex (D26): 1,575 acres Dunn Swamp Complex (WR40): 1,150 acres located off Dunn Swamp Road.
 - acres located off Corner House Road adjacent to Pocomoke State Forest.
 - Priscilla Pusey Complex (WR19): 154 acres located between Stevens Road and Dividing Creek.
 - Selby Complex (WR34): 531 acres located on the southeast side of Bird Hill Road
 - Timmons-Donnaway Complex (WR01): 527 acres located off Sheppards Crossing and Shavox Church Roads.

Somerset (6503 acres)

- E. Mace Smith Complex (S21): 1,708 acres located off Deal Island and Pine Pole Roads and south of Black Road.
- Haislip-Marumsco Complex (S55): 1.379 acres located off Back Shelltown Road.
- Oriole Complex (S24): 567 acres located off the west side of Oriole Back Road adjacent to Deal Island WMA.
- Peters McAllen Complex (S11): 934 acres located off Loretto Station Road.
- Wells Complex (S27): 1,915 acres located off Mitchell Road and Route 13 near Costen Station Road adjacent to Wellington WMA.

Waterfowl Hunting Opportunities

Waterfowl hunting will be on a first come basis from the shoreline of the following areas:

Dorchester County

• The Insley Complex (D06) (1.2 miles of shoreline), the Lewis Complex (D26) (4.3 miles of shoreline), and the Marshy Hope Complex (D12) (4.3 miles of shoreline).

Wicomico County

• Fair Meadow (W30) (1.8 miles of shoreline), the Greenhill Complex (W23) (0.5 miles of shoreline), the Louis-Horner Complex (W21) (0.33 miles of shoreline), and the Lathrop Complex (W06) (1.4 miles of shoreline).

Note: The public should take special note of the following two regulations pertaining to hunting on Chesapeake Forest Lands:

- An individual may not hunt within 150 yards of an occupied structure or camp.
- An individual may not hunt within 150 feet of any exterior Chesapeake Forest Lands boundary, nor shoot on, from or across any public road.

For more information, maps, and updates on Chesapeake Forest Lands open to public hunting go to the following web site: www.dnr.maryland.gov/forests/chesapeakeforestlands.asp#125





MANAGED DEER HUNTING

MANAGED DEER HUNTING PROGRAMS ON PUBLIC LANDS

DNR has implemented managed deer hunting programs in certain areas to more effectively manage white-tailed deer and reduce habitat damage.

Special seasons have been established for these hunting programs in an effort to achieve the desired reductions. These carefully managed hunts also provide an excellent opportunity for new hunters such as youth and women to become more involved in traditional outdoor recreation. The following areas will conduct managed hunting programs during the 2010-2011 hunting season, with a limited number of hunters chosen by lottery. A DNR Managed Hunt Permit is required (see page 57).

- Fair Hill Natural Resources Management Area: (Cecil) 410-356-9272 between 7:30am—11:30am or 410-398-1246. Limit of 180 hunters.
- **Gunpowder Falls State Park- Sweet Air Area:** (Baltimore and Harford) 410-356-9272 between 7:30am-11:30am or 410-592-2897. Limit of 65 hunters.
- Fort Frederick State Park: (Washington) 301-842-2155. Limit of 50 hunters.
- Patapsco Valley State Park/Soldiers Delight NEA: (Baltimore) 410-356-9272 between 7:30am-11:30am or 410-461-5005. Limit of 140 hunters.
- Seneca Creek State Park: (Montgomery) 410-356-9272 between 7:30am-11:30am or 301-924-2127. Limit of 110 hunters.

Hunters participating in the Fair Hill, Gunpowder Falls, Patapsco Valley State Park/Soldiers Delight NEA, and Seneca Creek hunts will be allowed to harvest four antlerless deer, which will not count toward the hunter's regular deer firearms season bag limit for the applicable region (Region B). In addition, approximately 1 out of 10 hunters will be allowed to harvest an antlered deer in lieu of one of the four antlerless deer. Those hunters will be chosen by a drawing on the morning of the hunt.

Hunters participating in the Fort Frederick State Park hunt will be allowed to harvest two antlerless deer, which will not count toward the hunter's regular deer firearms season bag limit.

Shotguns with slugs are the only legal weapons and must conform to requirements set forth for statewide deer hunting. The use of scopes is permitted and encouraged.

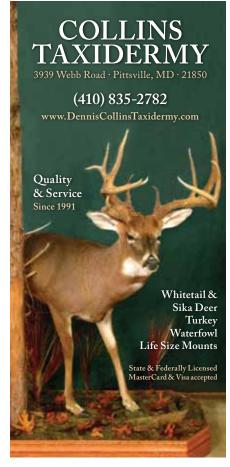
All selected applicants must demonstrate proficiency with the weapon to be used during the hunt. A standardized hunter certification has been established for the above hunts, as well as selected managed hunting programs conducted by other local, state and federal agencies (Shooter Qualification Card Program, see page 67). This system allows a hunter to satisfy the proficiency testing requirement by qualifying at a single site, even if selected for more than one managed hunting program. See the DNR website at www.dnr.maryland.gov/huntersguide/shoot_qual_cal.asp for a complete list of locations available for qualification. Special qualification sessions have been scheduled for this purpose as follows:

- Fair Hill/Gunpowder Falls/Soldiers Delight Hunting Programs: December 12, 2010; Notchcliff Army National Guard Range, Baltimore County. (Note: All hunters must arrive by 10am.)
- Fort Frederick Hunting Program: November 7, 2010, 10am; Fort Frederick Range, Washington County. (Note: All hunters must arrive by 10am.)

To Apply for These Lotteries:

- Submit application forms (see pages 68–69). A DNR Managed Hunt Permit is not required to apply for lotteries.
- Note that application deadlines and addresses may be different for each hunt.
- Maryland hunting license number is required to participate in the lotteries.
- Select your preferred hunting dates by numbering the date blocks (with #1 being your first choice).
- Only one application per hunter will be accepted. Group applications (up to 3) will be accepted. Group applications must be stapled together.

If you are selected in any of these lotteries, you must have a Managed Hunt Permit to participate in the hunt.



FLORIDA FISHING & HUNTING BASS 2½ days, 1 night, 6 dozen shiners \$220 CRAPPIE / BLUEGILL 2½ days, 1 night \$190 DUCK 1 day \$100 / 2 days, 1 night \$240 WILD BOAR \$100 (kill processed free) ALLIGATOR (free processing, hide & all meat) 9-12 ft. \$2,495 / 6-9 ft. \$1,495 + a FREE wild boar hunt (863) 287-8484 or (863) 946-1742 WWW.ronsguideservice.com



MANAGED DEER HUNTING

MANAGED DEER HUNTING IN SOUTHERN MARYLAND

Applicants Must Have the Following:

- · A valid Maryland hunting license
- A valid shooter proficiency card
- A valid hunter safety certificate, or similar documentation

To Apply:

- There is no application fee.
- DNR Managed Hunt Permit is NOT Required.
- Applicants must submit a separate application for each hunt.
- Please note that application requirements and deadlines are different for each hunt.
- Only one application per hunter will be accepted.
- Group applications of up to three (3) hunters will be accepted and must be stapled together.
- Duplicate, incomplete, or illegible applications will be disqualified.
- All applications must be accompanied by a self-addressed, stamped, legal sized envelope.

2010-2011 Managed Hunt Schedule

- Blossom Point Army Research Lab Junior Hunt: Shotgun, Charles County
 - » Must have 2010–2011 Junior Hunting License.
 - » Registration Deadline: September 30, 2010
 - » Hunt Date: October 16, 2010
 - » An application form is available on page 69.
- Smithsonian Environmental Research Center: Shotgun, Anne Arundel County
 - » Application Deadline: Applications must be RECEIVED by October 8, 2010
 - » A copy of your Shooter Qualification Card must be submitted with your application or no later than November 5, 2010.
 - » Lottery Drawing: October 13, 2010
 - » Mandatory Scout Date: November 14, 2010 from 8:00am to 2:00pm
 - Hunt Dates: November 20, 2010; November 22, 2010;
 November 27, 2010; December 1, 2010; December 4, 2010;
 December 7, 2010; December 11, 2010; December 15, 2010;
 December 18, 2010; January 3, 2011; January 5, 2011;
 January 8, 2011.
 - » Use of a portable tree stand is required.
 - » Accommodations will be made for hunters with a Hunt From A Vehicle Permit.
 - » Application Address: Applications must be sent to the following address:

Smithsonian Environmental Research Center Attention: Tony Dove 647 Contees Wharf Road Edgewater, MD 21037

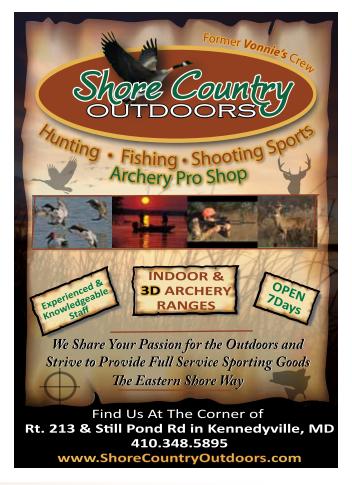
» An application form is available on page 68.

SHOOTER QUALIFICATION CARD PROGRAM

The Maryland Department of Natural Resources (DNR) facilitates the Shooter Qualification Program. Through this program local sportsman's clubs, shooting clubs, and other groups avail their facilities and expertise to certify hunters. Those hunters, who meet certain shooting qualification standards, become certified and receive a Maryland State Shooter Qualification Card valid for the current year. This card serves as "proof of proficiency" and enables a qualified hunter to be eligible to apply for many of the managed deer hunts held across Maryland.

Shooter Qualification events are held at different times and locations throughout the year. Many of the organizations that host these events charge a fee. The DNR will issue a press release in the summer announcing the dates for the various qualifications. The DNR website will list the website addresses of participating sportsmen's clubs and other locations where Shooter Qualifications will be held. The DNR website address for this information is: www.dnr.maryland.gov/huntersguide/shootqual.asp

Hunters interested in participating in managed hunts should contact the organization holding the hunt to learn more about their program and any additional requirements.



HUNT APPLICATIONS

Fort Frederick State Park Managed Hunt Application Name: Address (street): ____ (city, state, zip): ____ Telephone #: _____ Hunting License #: ___ Number the hunt date blocks, with #1 being your first choice: December 7, 2010 December 8, 2010 Mail the completed application to: Fort Frederick State Park 11100 Fort Frederick Road, Big Pool, MD 21711 Deadline for applications is October 11, 2010. The lottery drawing will be held on October 12, 2010 at 10:00am.

Gunpowder Falls State Park I Sweet Ai	•
Name:	
Address (street):	
(city, state, zip):	
Telephone #:	
Hunting License #:	
Number the hunt date blocks, w	ith #1 being your first choice:
January 20, 2011	January 21, 2011
Mail the completed Gwynnbrod 3740 Gwynnbrook Ave., O	ok ŴMA
Deadline for applications The lottery drawing will be held on	•

Smithsonian Environmental Research Center Managed Deer Hunt Application Name: Address (street): ___ (city, state, zip): ____ Telephone # (day/evening): Hunting License #: ___ Shooter Qualification #: Hunter Safety Card #: _ Hunt from a Vehicle Permit #: __ Number the hunt date blocks, with #1 being your first choice: November 20, 2010 November 22, 2010 November 27, 2010 December 1, 2010 December 4, 2010 December 7, 2010 December 11, 2010 December 15, 2010 December 18, 2010 January 3, 2011 January 5, 2011 January 8, 2011 Mail the completed application to: Smithsonian Environmental Research Center, Attn: Tony Dove 647 Contees Wharf Rd., Edgewater, MD 21037 Deadline for applications is October 8, 2010.

The lottery drawing will be held on October 13, 2010. The mandatory scout date is November 14, 2010 from 8am to 2pm.

Fair Hill NRMA Managed Hunt Application
Name:
Address (street):
(city, state, zip):
Telephone #:
Hunting License #:
Number the hunt date blocks, with #1 being your first choice:
January 10, 2011 January 11, 2011
Mail the completed application to: Gwynnbrook WMA 3740 Gwynnbrook Ave., Owings Mills, MD 21117
Deadline for applications is November 12, 2010. The lottery drawing will be held on November 15, 2010 at 12:30pm.

Name	•	nt Application
Addre	ss (street):	
(city, s	tate, zip):	
Telepl	none #:	
Hunti	ng License #:	
N	umber the hunt date blocks,	, with #1 being your first choice:
	January 5, 2011	January 6, 2011
	Gwynnbi	ted application to: rook WMA , Owings Mills, MD 21117
The l		ns is November 12, 2010. on November 15, 2010 at 12:30pn

The lottery drawing will be held on November 15, 2010 at 12:30pm.								
Wye Island NRMA Deer Hunt Application								
Name:								
Address (street):								
(city, state, zip):								
Telephone # (day/evening):								
Hunting License #:								
Vehicle Tag(s) #:								
October Hunt (Muzzleloader)								
Number the hunt date blocks, with #1 being your first choice:								
October 21, 2010 October 22, 2010								
October 23, 2010								
October hunt applications must be postmarked by Sept. 10, 2010. The lottery drawing will be held on September 15, 2010 at 2:00pm.								
December Hunt (Firearms)								
Number the hunt date blocks, with #1 being your first choice:								
December 6, 2010 December 7, 2010								
December 8, 2010 December 9, 2010								
December 10, 2010 December 11, 2010								
December hunt applications must be postmarked by Oct. 25, 2010.								

Mail this completed application form with a copy of your 2010-2011 Maryland Hunting License to: Wye Island NRMA, 632 Wye Island Road, Queenstown, MD 21658

The lottery drawing will be held on November 1, 2010 at 2:00pm.

Separate applications must be submitted for October & December hunts.

Blossom Point Army Research Lab Junior Deer Hunt Application Name: Address (street): (city, state, zip): _____ Telephone # (day/evening): _____ Date of Birth:___ Hunting License #: _____ Shooter Qualification #: Hunter Safety Card #: The hunt date is October 16, 2010. Mail the completed application to: Myrtle Grove WMA, 5625 Myrtle Grove Rd., La Plata, MD 20646 Registration deadline is September 30, 2010. **Seneca Creek State Park Managed Hunt Application** Address (street): (city, state, zip): Telephone #: ___ Hunting License #: ___ Number the hunt date blocks, with #1 being your first choice: January 13, 2011 January 14, 2011 Mail the completed application to: Gwynnbrook WMA 3740 Gwynnbrook Ave., Owings Mills, MD 21117 Deadline for applications is November 12, 2010. The lottery drawing will be held on November 15, 2010 at 12:30pm. **Maryland Natural Resources Police CLIP-A-TIP** for the **CATCH A POACHER PROGRAM** The Maryland Natural Resources Police wants vou as a partner in protecting our natural resources. By using CLIP-A-TIP you assure yourself anonymity while catching a poacher. If you see or have knowledge of poaching, please submit the information on this coupon or, if you prefer, call the CATCH A POACHER "HOTLINE" at 1-800-635-6124. Add this phone number to your cell phone contacts list! Name/Description/Address of the Poacher _____ Location/Days/Times/Type of Poaching ___ Vehicle or Vessel Description ___ Please mail this completed CLIP-A-TIP to: Maryland Natural Resources Police CATCH-A-POACHER 1072 East College Parkway, Annapolis, MD 21409 You can remain anonymous! You may be eligible for a monetary award. For consideration, please list your information below. This will remain confidential. Address (street): (city, state, zip):

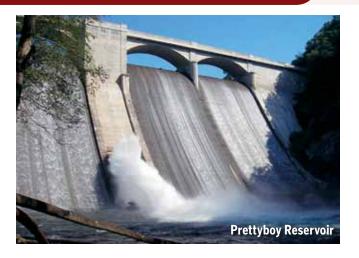
Junior Dove Hunt Application									
Name:	• •								
Address (street):									
(city, state, zip):									
Telephone # (day/evening):									
Date of Birth:									
Hunting License #:									
Hunter Safety Card #:									
Check off the prefer	rred hunting dates:								
September 1, 2010	September 4, 2010								
September 6, 2010	September 8, 2010								
September 11, 2010	September 15, 2010								
September 18, 2010	September 22, 2010								
September 25, 2010	September 29, 2010								
October 2, 2010	October 6, 2010								
October	9, 2010								
Limit of 4 Junior	Hunters per day.								
Mail the complete Ayton Tree 3424 Gallagher Road	et Nursery								
Deadline for applications	is 3pm, August 20, 2010.								

The lottery drawing will be held on August 20, 2010.

Auton Trop Nursary



RESERVOIR BOWHUNTING



BOWHUNTING AT LIBERTY, LOCH RAVEN, and PRETTYBOY RESERVOIRS

- Parking or driving motor vehicles of any description except on hard surfaced roads is prohibited.
- No fires are permitted on the watershed areas at any time.
- Hunting is permitted only from sunrise to sunset.
- No hunting within fifty (50) feet of high water shoreline.
- No hunting is allowed south of Liberty Road (MD Rt. 26) on Liberty Reservoir in Baltimore County.

- Hunters must adhere to all regulations established by the Baltimore City Bureau of Water and Wastewater.
- Hunters are warned against the disposal of refuse and trash on the watershed area, and violators will be prosecuted in accordance with the law.
- Although not recommended by Baltimore City Department of Public Works, the use of patented portable tree stands is permitted.
- Masks or other face gear shall be removed upon leaving the woods and when approaching within 100 yards of another person.
- Permits are valid for the entire season for the taking of game, except waterfowl, by BOW only at Liberty and Prettyboy Reservoirs.
- On Loch Raven Reservoir, the permit is valid for deer hunting only with bow and arrow in designated areas.
- On Loch Raven Reservoir hunting is prohibited on the Torrey C. Brown Rail Trail/NCR Trail.
- Baltimore City Department of Public Works regulations allow for use of crossbows on Liberty, Loch Raven, and Prettyboy Reservoirs during the entire deer bow season established by the Maryland Department of Natural Resources.

Online self registration is available for bowhunting at Liberty, Loch Raven, and Prettyboy Reservoirs at www.dnr.maryland.gov/huntersguide/lnp.asp.





Bowhunting Permit for the Liberty and Prettyboy Reservoirs 2010–2011

Complete the information below and keep this section with your hunting license. This permit must be in your possession while hunting on the above areas.

Issued in cooperation between the Maryland Department of Natural Resources, Wildlife & Heritage Service and the City of Baltimore Bureau of Water and Wastewater.

Maps of the watersheds are available from the DNR online at www.dnr.maryland.gov or send a self-addressed, stamped envelope to:

Maryland Department of Natural Resources 3740 Gwynnbrook Ave., Owings Mills, MD 21117

Loch Raven Reservoir Deer Bow Hunting Permit 2010-2011

Hunter's Copy

Complete the information below and keep this section with your hunting license. This permit must be in your possession while hunting on the above area.

Note: This permit is valid only if the DNR Copy (see below) of the Loch Raven Reservoir Deer Bow Hunting Permit has been completed and sent to the indicated address.

Maps of the Loch Raven Watershed are available from DNR online at www.dnr.maryland.gov or send a self-addressed, stamped envelope to:

Maryland Department of Natural Resources 3740 Gwynnbrook Ave., Owings Mills, MD 21117

Specific rules for deer hunting on Loch Raven are in effect.

Issued in cooperation between the Maryland Department of Natural Resources, Wildlife & Heritage Service and the City of Baltimore Bureau of Water and Wastewater.

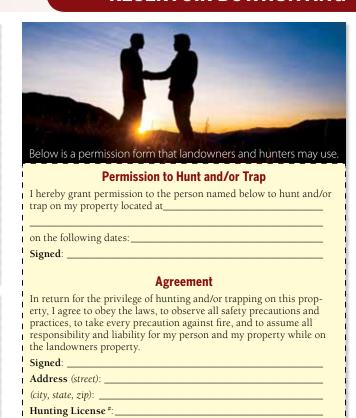
Loch Raven Reservoir Deer Bow Hunting Permit 2010-2011

DNR Copy

In order for your permit to be valid, complete the information below and mail this section to DNR at the following address:

Loch Raven Reservoir Deer Bow Hunting Permit Maryland Department of Natural Resources 3740 Gwynnbrook Ave., Owings Mills, MD 21117

Name:	
Address (street):	
(city, state, zip):	
Telephone #:	
Hunting License #:	
Vehicle Tag(s) #:	





The Maryland Department of Natural Resources will be sponsoring the fourth annual Maryland's Celebration of National Hunting and Fishing Day on Saturday, September 25, 2010

The event will be held at SCHRADER'S BRIDGETOWN MANOR on Maryland's Upper Eastern Shore. Schrader's is located at 16090 Oakland Road, Henderson, Maryland.

Open to the public, this **FREE EVENT** with **LIVE ENTERTAINMENT** will run from **10am to 4pm**.

This family-oriented day offers fun and educational hands-on activities that everyone will enjoy. It is a great way to introduce young people and newcomers to outdoor sports, while teaching them about the important role that hunting and fishing play in Maryland's wildlife conservation programs. A few of the fun and challenging hands-on activities participants can try include spin casting, archery, and target shooting on the grounds with skilled instructors. There will be displays of hunting and fishing equipment and demonstrations of outdoor skills. Kids will enjoy the clay pigeon and archery shooting range, laser shooting program, wood duck box making, fly tying and spin casting, dog demonstrations, and much more! For more information, visit www.dnr.maryland.gov/wildlife/Hunt_Trap/NHFD/index.asp or contact Patricia Allen at 410-260-8537 or pallen@dnr.state.md.us.

EMERGENCY ROOMS

ALLEGANY COUNTY

Western Maryland Regional Medical Center, 12500 Willowbrook Rd., Cumberland, MD 21502; 240-964-1200

ANNE ARUNDEL COUNTY

Anne Arundel Medical Center, 2001 Medical Parkway, Annapolis, MD 21401; 443-481-1200

Baltimore Washington Medical Center, 301 Hospital Dr., Glen Burnie, MD 21061; 410-787-4565

BALTIMORE CITY

Bon Secours Hospital, 2000 West Baltimore St., Baltimore, MD 21223; 410-362-3075

Good Samaritan Hospital, 5601 Loch Raven Blvd., Baltimore, MD 21239; 410-532-4040

Harbor Hospital, 3001 S. Hanover St., Baltimore, MD 21225; 410-350-3510

Johns Hopkins Bayview Medical Center, 4940 Eastern Ave., Baltimore, MD 21224; 410-550-0350

The Johns Hopkins Hospital, 600 North Wolfe St., Baltimore, MD 21287; 410-550-0350

Maryland General Hospital, 827 Linden Ave., Baltimore, MD 21201; 410-225-8100

Mercy Medical Center, 301 St. Paul Place, Baltimore, MD 21202; 410-332-9477

Saint Agnes Hospital, 900 Caton Ave., Baltimore, MD 21229; 410-368-2000

Sinai Hospital of Baltimore, 2401 West Belvedere Ave., Baltimore, MD 21215; 410-601-6954

University of Maryland Medical Center, 22 South Green St., Baltimore, MD 21201; 410-328-9595

Union Memorial Hospital, 201 East University Pkwy., Baltimore, MD 21218; 410-554-2600

BALTIMORE COUNTY

Northwest Hospital Center, 5401 Old Court Rd., Randallstown, MD 21133; 410-521-2200

Franklin Square Hospital Center, 9000 Franklin Square Dr., Baltimore, MD 21237; 443-777-7046

Greater Baltimore Medical Center, 6701 N. Charles St., Baltimore, MD 21204; 410-849-2225 **Saint Joseph Medical Center**, 7601 Osler Dr., Towson, MD 21204-7582; 410-337-1226

CALVERT COUNTY

Calvert Memorial Hospital, 100 Hospital Rd., Prince Frederick, MD 20678; 410-535-8344

CARROLL COUNTY

Carroll Hospital Center, 200 Memorial Ave., Westminster, MD 21157; 410-871-6700

CECIL COUNTY

Union Hospital of Cecil County, 106 Bow St., Elkton, MD 21921; 410-398-4000

CHARLES COUNTY

Civista Medical Center, 5 Garrett Ave., LaPlata, MD 20646; 301-609-4160

DORCHESTER COUNTY

Dorchester General Hospital, 300 Byrn St., Cambridge MD 21613; 410-228-5511 ext. 8360

FREDERICK COUNTY

Frederick Memorial Hospital, 400 West Seventh St., Frederick, MD 21701; 301-698-3500

GARRETT COUNTY

Garrett County Memorial Hospital, 251 North Fourth St., Oakland, MD 21550; 301-533-4000

HARFORD COUNTY

Harford Memorial Hospital, 501 South Union Ave., Havre de Grace, MD 21078; 443-843-5500

Upper Chesapeake Medical Center, 500 Upper Chesapeake Drive, Bel Air, MD 21014; 443-643-2000

HOWARD COUNTY

Howard County General Hospital, 5755 Cedar Lane, Columbia, MD 21044; 410-740-7777

KENT COUNTY

Chester River Hospital Center, 100 Brown St., Chestertown, MD 21620; 410-778-3300

MONTGOMERY COUNTY

Holy Cross Hospital, 1500 Forest Glen Rd., Silver Spring, MD 20910; 301-754-7500

Montgomery General Hospital, 18101 Prince Phillip Dr., Olney, MD 20832; 301-774-8900 Shady Grove Adventist Hospital, 9901 Medical Center Dr., Rockville, MD 20850; 301-279-6000

Suburban Hospital, 8600 Old Georgetown Rd., Bethesda, MD 20814; 301-896-3880

Washington Adventist Hospital, 7600 Carroll Ave., Takoma Park, MD 20912; 301-891-5070

PRINCE GEORGE'S COUNTY

Doctor's Community Hospital, 8118 Good Luck Rd., Lanham, MD 20706; 301-552-8665

Fort Washington Medical Center, 11711 Livingston Rd., Fort Washington, MD 20744; 301-292-7000

Laurel Regional Hospital, 7300 Van Dusen St., Laurel, MD 20707; 301-497-7954

Prince George's Hospital Center, 3001 Hospital Dr., Cheverly, MD 20785; 301-618-3162

Southern Maryland Hospital Center, 7503 Surratts Rd., Clinton, MD 20735; 301-877-4500

ST. MARY'S COUNTY

St. Mary's Hospital, 25500 Point Lookout Rd., Leonardtown, MD 20650; 301-475-6111

SOMERSET COUNTY

McCready Memorial Hospital, 201 Hall Hwy., Crisfield, MD 21817; 410-968-0332

TALBOT COUNTY

Memorial Hospital at Easton, 219 S. Washington St., Easton, MD 21601; 410-822-1000 ext. 5555

WASHINGTON COUNTY

Washington County Hospital, 251 E. Antietam St., Hagerstown, MD 21740; 301-790-8300

WICOMICO COUNTY

Peninsula Regional Medical Center, 100 E. Carroll St., Salisbury, MD 21801; 410-543-7101

WORCESTER COUNTY

Atlantic General Hospital, 9733 Healthway Dr., Berlin, MD 21811; 410-641-1100

FEDERAL GOVERNMENT HOSPITALS WITH EMERGENCY ROOMS

Naval Hospital, 8901 Rockville Pike, Bethesda, MD 20889; 301-295-4810

JUNIOR HUNTER CERTIFICATES

Junior Hunter Certificates are available from these Official Department of Natural Resources Junior Hunter Certificate Agents.

Junior Hunters (age 16 and under) are eligible for these special commemorative certificates for their deer, turkey or bear taken during the 2010–2011 hunting seasons. Certificates are available through the Official Junior Hunter Certificate Agents listed below. For more information visit the DNR website at: www.dnr.state.md.us/huntersguide/yh_certprogram.asp

ALLEGANY

Orleans Grocery Store 12719 High Germany Rd. Little Orleans, MD 21766 301-478-2701

Schoolhouse Kitchen 19210 Opessa St. Oldtown, MD 21555 301-478-5189

ANNE ARUNDEL

Anglers Sport Center 1456 Whitehall Rd. Annapolis, MD 21409 410-974-4013

Austin's Deer Processing 7074 Ridge Rd. Hanover, MD 21076 410-850-5838

Cobe Marine 8936 Fort Smallwood Rd. Pasadena, MD 21122 410-255-9488

Lakeshore Taxidermy 8145 Driver Lane Severn, MD 21144 443-810-7479

Marty's Sporting Goods 95 Mayo Rd. Edgewater, MD 21037 410-956-2238

Ray Hitchcock Taxidermy 8261 New Cut Rd. Severn, MD 21144 410-987-6990

BALTIMORE

Clyde's Sport Shop 2307 Hammonds Ferry Rd. Baltimore, MD 21227 410-242-6108

Tom's Tropical 9020 Bel Air Rd. Baltimore, MD 21236 410-256-0330

CALVERT

Ron's Bay Pro Shop 2819 Chesapeake Beach Rd. W. Dunkirk, MD 20754 301-855-0351

CARROLL

C&L Deer Processing 3942 Shiloh Rd. Hampstead, MD 21074 410-374-6424

Jerrod's Deer Processing 1321 Arnold Rd. Westminster, MD 21157 410-848-6143

Gun Shack Inc. 101 South Main Mt. Airy, MD 21771 301-829-0122

Sam's Deer Processing 2060 Bollinger Mill Rd. Finksburg, MD 21048 410-795-4670

DORCHESTER

East Coast Taxidermy 4355 Blinkhorn Rd. Hurlock, MD 21643 410-943-3260, 410-943-4684

FREDERICK

Flint Hill General Store 2748 Park Mills Rd. Adamstown, MD 21710 301-874-5200

GARRETT

Bill's Outdoor Center 20768 Garrett Hwy. Oakland, MD 21550 301-387-3474

B. J.'s Store 11329 Savage River Rd. Swanton, MD 21561 301-777-0001

D&B Sport Shop 832 Edgewood Dr. Oakland, MD 21550 301-334-9725

S&S Market

P.O. Box 60 Friendsville, MD 21531 301-746-5656

HARFORD

Broad Creek Fishing Center & Deer Processing 4170 Flintville Rd. Darlington, MD 21034

410-457-4020, 443-864-1365

Deer Creek Archery 3021 Churchville Rd. Churchville, MD 21028 410-734-9554

FTS Taxidermy Studio 2300 Industry Court Forest Hill, MD 21050 800-675-0013, 410-879-9244

KENT

Charlie's Whitetail Custom Cutting 10810 Big Stone Rd. Millington, MD 21651 410-928-5326

MONTGOMERY

Raymond E. Poole General Store 16315 Old River Rd. Poolesville, MD 20837 301-948-5372

Tinker's Taxidermy 20005-C Fisher Ave. Poolesville, MD 20837 301-349-2413

SOMERSET

L. E. Hitch & Sons Rt. 13 & Merser Rd. (14641 Merser Rd.) Eden, MD 21822 410-219-5887

Wink's Sporting Goods 12122A Carol Lane

Princess Anne, MD 21853 410-621-0400

ST. MARY'S

Cartwrights Gas & Go 29290 Three Notch Rd. Charlotte Hall, MD 20622 301-884-3291

WASHINGTON

Battleview Market 5331 Sharpsburg Pike Sharpsburg, MD 21782 301-432-2676

Himes' Store 1324 Weverton Rd. Knoxville, MD 21758 301-834-9815

Keystone Sporting Goods Inc. 13611 Pennsylvania Ave. Hagerstown, MD 21742 301-733-0373

Murray's Sports Center 101 East Sunset Ave. Williamsport, MD 21795 301-223-6278

WICOMICO

Off The Neck Inc. 7712 Todd Lane Mardela Springs, MD 21837 410-860-2126

Sea Hawk Sport Center 643 Ocean Hwy. Pocomoke City, MD 21851 410-957-0198

WORCESTER

Buck's Place 11848 Assateague Rd. Berlin, MD 21811 410-641-4177



HUNTER'S SHOWPLACE

HUNTING EQUIPMENT





BIRD HUNTING



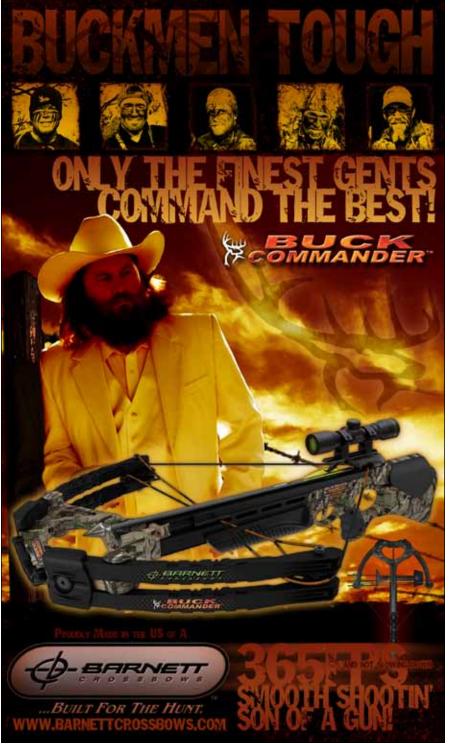


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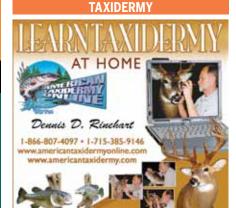
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75

SUNRISE-SUNSET TABLE

Sunrise & Sunset at Baltimore, MD (Eastern Standard Time) — September 2010 through May 2011

	SEPTE	MBER	ОСТО	DBER	NOVE	MBER	DECE	MBER	JANU	JARY	FEBR	UARY	MA	RCH	AP	RIL	М	AY
Dav	Rise	Set	Rise	Set	Rise	Set	Rise	Set	Rise	Set	Rise	Set	Rise	Set	Rise	Set	Rise	Set
Бау	A.M.	P.M.	A.M.	P.M.	A.M.	P.M.	A.M.	P.M.	A.M.	P.M.	A.M.	P.M.	A.M.	P.M.	A.M.	P.M.	A.M.	P.M.
1	6:35	7:37	7:03	6:49	7:34	6:05	7:07	4:44	7:26	4:54	7:14	5:27	6:40	5:59	6:51	7:30	6:08	8:00
2	6:36	7:36	7:03	6:48	7:35	6:04	7:08	4:44	7:26	4:55	7:13	5:28	6:38	6:00	6:50	7:31	6:07	8:01
3	6:37	7:34	7:04	6:46	7:37	6:03	7:09	4:43	7:27	4:56	7:12	5:29	6:37	6:01	6:48	7:32	6:06	8:02
4	6:38	7:33	7:05	6:44	7:38	6:02	7:10	4:43	7:27	4:56	7:11	5:30	6:35	6:02	6:47	7:33	6:05	8:03
5	6:39	7:31	7:06	6:43	7:39	6:01	7:11	4:43	7:27	4:57	7:10	5:31	6:34	6:03	6:45	7:34	6:04	8:03
6	6:40	7:29	7:07	6:41	7:40	6:00	7:12	4:43	7:27	4:58	7:09	5:33	6:32	6:04	6:44	7:35	6:02	8:04
7	6:40	7:28	7:08	6:40	6:41	4:59	7:13	4:43	7:26	4:59	7:08	5:34	6:31	6:05	6:42	7:36	6:01	8:05
8	6:41	7:26	7:09	6:38	6:42	4:58	7:14	4:43	7:26	5:00	7:07	5:35	6:29	6:06	6:41	7:37	6:00	8:06
9	6:42	7:25	7:10	6:37	6:43	4:57	7:14	4:43	7:26	5:01	7:06	5:36	6:28	6:07	6:39	7:38	5:59	8:07
10	6:43	7:23	7:11	6:35	6:44	4:56	7:15	4:43	7:26	5:02	7:05	5:37	6:26	6:08	6:37	7:39	5:58	8:08
11	6:44	7:21	7:12	6:34	6:46	4:55	7:16	4:43	7:26	5:03	7:03	5:38	6:25	6:09	6:36	7:40	5:57	8:09
12	6:45	7:20	7:13	6:32	6:47	4:54	7:17	4:44	7:26	5:04	7:02	5:40	6:23	6:10	6:34	7:41	5:56	8:10
13	6:46	7:18	7:14	6:31	6:48	4:53	7:18	4:44	7:25	5:05	7:01	5:41	7:21	7:11	6:33	7:42	5:55	8:11
14	6:47	7:17	7:15	6:29	6:49	4:53	7:18	4:44	7:25	5:06	7:00	5:42	7:20	7:12	6:31	7:43	5:54	8:12
15	6:48	7:15	7:16	6:28	6:50	4:52	7:19	4:44	7:25	5:07	6:59	5:43	7:18	7:13	6:30	7:44	5:53	8:13
16	6:49	7:13	7:17	6:26	6:51	4:51	7:20	4:45	7:24	5:08	6:57	5:44	7:17	7:14	6:29	7:45	5:52	8:14
17	6:50	7:12	7:18	6:25	6:52	4:50	7:20	4:45	7:24	5:09	6:56	5:45	7:15	7:15	6:27	7:46	5:52	8:15
18	6:50	7:10	7:19	6:23	6:53	4:50	7:21	4:45	7:23	5:11	6:55	5:47	7:14	7:16	6:26	7:47	5:51	8:16
19	6:51	7:08	7:20	6:22	6:55	4:49	7:22	4:46	7:23	5:12	6:54	5:48	7:12	7:17	6:24	7:48	5:50	8:17
20	6:52	7:07	7:21	6:21	6:56	4:48	7:22	4:46	7:22	5:13	6:52	5:49	7:10	7:18	6:23	7:49	5:49	8:17
21	6:53	7:05	7:22	6:19	6:57	4:48	7:23	4:47	7:22	5:14	6:51	5:50	7:09	7:19	6:21	7:50	5:48	8:18
22	6:54	7:04	7:24	6:18	6:58	4:47	7:23	4:47	7:21	5:15	6:50	5:51	7:07	7:20	6:20	7:51	5:48	8:19
23	6:55	7:02	7:25	6:16	6:59	4:47	7:24	4:48	7:21	5:16	6:48	5:52	7:06	7:21	6:19	7:52	5:47	8:20
24	6:56	7:00	7:26	6:15	7:00	4:46	7:24	4:48	7:20	5:17	6:47	5:53	7:04	7:22	6:17	7:53	5:46	8:21
25	6:57	6:59	7:27	6:14	7:01	4:46	7:24	4:49	7:19	5:19	6:45	5:54	7:02	7:23	6:16	7:54	5:46	8:22
26	6:58	6:57	7:28	6:13	7:02	4:45	7:25	4:49	7:19	5:20	6:44	5:55	7:01	7:24	6:15	7:55	5:45	8:22
27	6:59	6:55	7:29	6:11	7:03	4:45	7:25	4:50	7:18	5:21	6:43	5:56	6:59	7:25	6:13	7:56	5:44	8:23
28	7:00	6:54	7:30	6:10	7:04	4:45	7:25	4:51	7:17	5:22	6:41	5:58	6:58	7:26	6:12	7:57	5:44	8:24
29	7:01	6:52	7:31	6:09	7:05	4:44	7:26	4:52	7:16	5:23	_	_	6:56	7:27	6:11	7:58	5:43	8:25
30	7:02	6:51	7:32	6:08	7:06	4:44	7:26	4:52	7:16	5:24	_	_	6:55	7:28	6:09	7:59	5:43	8:26
31	_	_	7:33	6:06	_	_	7:26	4:53	7:15	5:26	_		6:53	7:29	_		5:42	8:26

Source: Nautical Almanac, U.S. Naval Observatory. Daylight Saving Time is included in the chart (in red). These times are for Baltimore, Maryland and are for reference only. Consult local newspaper or other media for actual times in your area.



WYOMING

FOR WHITE-

TAIL, MULE

DEER, ELK,

ANTELOPE,

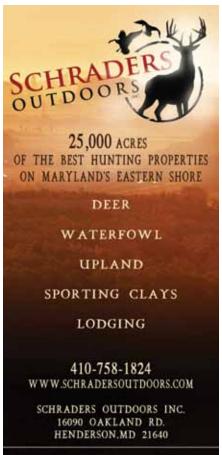
BUFFALO,

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MERRIAM

TURKEY





Small Game

SPECIALTY

601-934-3708

CUSTOM WORK A

Howard T. Goldey Jr.

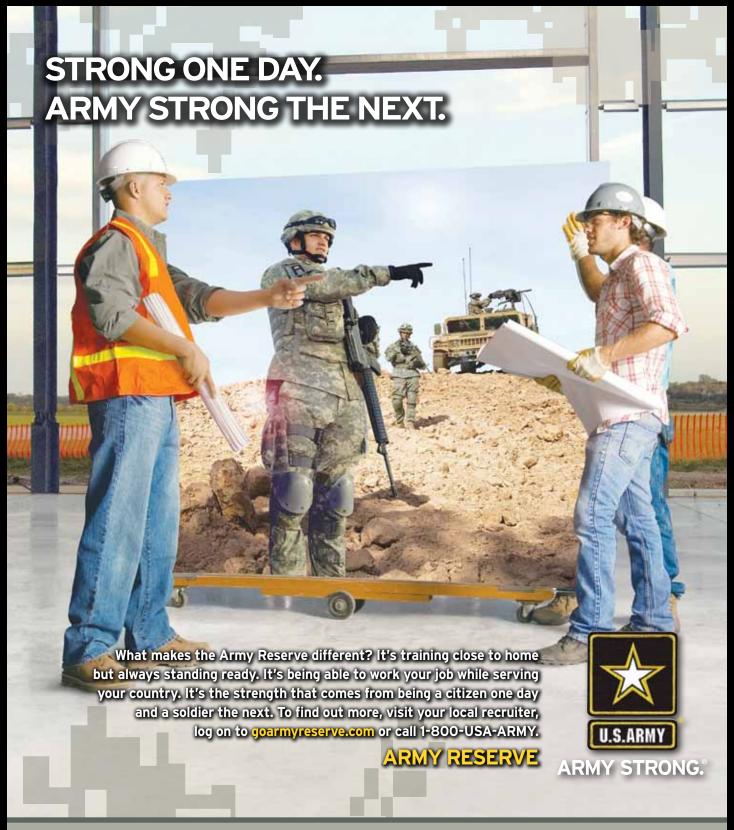
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